THOR POWER: Newest hot collectible

# COMICS COLLECTOR

48319K
Summer 1984
$2.25

In comics, too:
THE SHADOW KNOWS

Segar profile:
POPEYE'S POP

Your guide to
COMICS CLUBS

JAPANESE COMICS ACTION
From TV to print

10,000-PLUS
LATEST COMICS VALUES

0 71896 48319 42

# The only COMICS price guide that covers the *entire* comics collectible hobby.

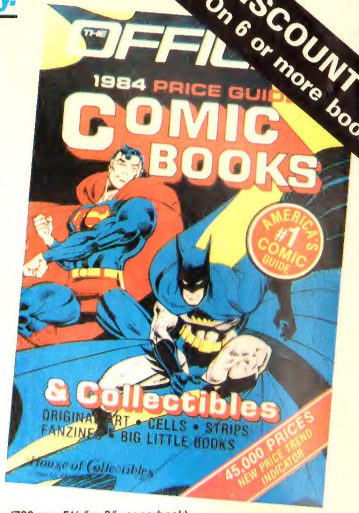
***40% DISCOUNT** On 6 or more books

## *736* pages... loaded with exclusive features, an *essential reference* for every collector.

- **COMIC BOOKS**
  *Over 45,000 prices for the most popular comic books* dating from the 1930's to the 1980's. Detailed data for each comic listed: the artists, inkers, letterers, story titles, covers, and characters!
- **BIG LITTLE BOOKS**
  *Latest prices* on a huge variety of Big Little Books by Whitman, Saalfield and others.
- **ORIGINAL ART**
  An *exhaustive price guide* to the original drawings and paintings of America's foremost comic book and comic strip artists.
- **SUNDAY PAGES AND DAILY STRIPS**
  *For the first time in print*... a detailed listing of values for these rapidly developing collector fields.
- **TARZAN**
  *The most comprehensive pricing information available* on the works of Edgar Rice Burroughs.
- **ANIMATION CELS**
  Skyrocketing in popularity, this art form receives the most extensive coverage ever in a price guide.
- **FANZINES**
  Current values for known publications.
- **COMIC CHARACTER MERCHANDISE**
  A detailed price listing for toys, games, dolls, premiums, and other merchandise produced over the past eighty years.
- *FULLY ILLUSTRATED in color and black and white.*

**NEW EXCLUSIVE FEATURE**

*Compare Current Market Values with last year's Average Selling Price.* A special price column indicates which items have increased in value to offer the best investment potential.




(736 pp., 5¼" x 8", paperback)

**AMERICA'S BEST BUY IN COMICS COLLECTING... ONLY $9.95**

CBG Customer Service Award — 1984

**FOR IMMEDIATE DELIVERY**

VISA & MASTER CARD CUSTOMERS

**ORDER TOLL FREE!**

**1-800-327-1384**

CALLS ACCEPTED, MONDAY-FRIDAY, 9 AM-5 PM (EST)

This number is for **CREDIT CARD** orders only, it is not tied into the customer service or business office. All mail orders must include payment — sorry no C.O.D.'s. Florida residents call (305) 857-9095 — ask for order department. All orders will be shipped within 48 hours, 4th class book rate.

**POSTAGE & HANDLING RATE CHART**

| TOTAL ORDER/POSTAGE | TOTAL ORDER/POSTAGE | TOTAL ORDER/POSTAGE | $50.01 & Over |
|---|---|---|---|
| $ 0 to $19.99 $1.25 | $20.01 to $30.00 $2.00 | $40.01 to $50.00 $3.50 | Add 10% of your total order |
| $30.01 to $40.00 $2.75 | | | (Ex: $75.00 x .10 = $7.50) |

***DEALER DISCOUNT**

- All dealers will receive a 40% discount on any assortment of 6 or more books.
- No open accounts — each order must include a check or proper credit card information.

**OR**

**SEND ORDERS TO**

THE HOUSE OF COLLECTIBLES, ORLANDO CENTRAL PARK
1900 PREMIER ROW, ORLANDO, FLORIDA 32809

☐ Please send _____ (411-9) Comic Book Price Guide(s) @ $9.95 each

Don't forget to add postage & handling charges. Florida residents add 5% sales tax.
☐ Check or Money Order enclosed $ _____ (including postage and handling)
☐ Please charge $ _____ to my: ☐ MASTERCARD ☐ VISA

**Charge Card Customer not using our toll free number please fill out the information below.**

Account No. (All Digits) _____ Expiration Date_____

Signature _____

NAME (please print) _____ PHONE_____

ADDRESS _____ APT. #_____

CITY _____ STATE_____ ZIP_____

# THE FIRST CHOICE

## Don't Settle For Second Best

TM & © 1984 FIRST COMICS, INC. & HOWARD CHAYKIN, INC.

FIRST COMICS™

**AT YOUR DOORSTEP!**

- SUBSCRIBE NOW!
- NEVER MISS A SINGLE ISSUE!
- DELIVERED IN A PROTECTIVE ENVELOPE!

**YES!** I want a 12 issue subscription to:

- ☐ AMERICAN FLAGG!
- ☐ E-MAN
- ☐ MARS
- ☐ JON SABLE FREELANCE
- ☐ STARSLAYER
- ☐ WARP
- ☐ GRIMJACK

**NAME** _____

**ADDRESS** _____

**CITY** _____

**STATE** _____ **ZIP** _____

Enclosed is $12.00* per subscription. ($14.00 in Canada, $29.00 foreign rate. All payments in U.S. funds!)

*Effective January 1, 1984

MAKE CHECKS PAYABLE TO: FIRST COMICS PUBLISHING 1014 DAVIS STREET EVANSTON, IL 60201

FIRST COMICS™ COUNT ON US.

# COMICS COLLECTOR

## SUMMER 1984
## Number 4



### *Cover*
*By Walt Simonson*
Specially drawn for this issue, it shows Simonson's Thor with actual artifacts representing the Norse god. The tenth-century bronze from Iceland shows him in a characteristic pose, grasping his hammer. The good-luck silver hammer amulet is from tenth-century Sweden.

**6**
### *Editorial*
*By Don and Maggie Thompson*
A number of brief notes about the world of comic art.

**8**
### *Letters*
*By the Readers*

**12**
### *Books*
*By Don and Maggie Thompson*
About a Japanese comic book in translation — and a "how-to" book for comics collectors.

**16**
### *Ask the Experts*
*By Marv Wolfman*
What is a day in a writer's life like?



Characters represented in this issue are respectively © 1984 by Archie Publications, DC Comics Inc., King Features Syndicate, Inc., Marvel Comics Group, Paramount Pictures Corporation and Walt Disney Productions, The Tribune Company, Warner Bros. Pictures, Inc., Western Publishing Company, Inc., and Yoshinobu Nishizaki, West Cape Co., Ltd. "The Cost of Collecting" feature is derived from Robert M. Overstreet's *The Comic Book Price Guide* #13, © 1983 by Robert M. Overstreet. All rights reserved.



**18**
### *Thor: The New 'Hot' Title*
***Special for collectors:*** *Thor*'s circulation has been growing steadily since writer/artist Walt Simonson took over with #337. Simonson and his wife, Louise, have worked in comics for years. They tell us how they work, how they got where they are, and where they're going. And we examine the wisdom of speculative buying.

**29**
### *When the Reuben Came to California*
*By Shel Dorf*
One professional's view of the National Cartoonists Society celebration.

**33**
### *What Evil Lurked?*
*By Will Murray*
***The Shadow*** in comics — with a price guide.

**43**
### *The MLJ Story Part III*
*By Ron Goulart*
Looking at ***Pep*** — with a price guide. 'Archie' began here.

**48**
### *Where Do Comic Books Come from, Daddy?*
*By Jim Friel*
A look at where comic books are printed. (***Comics Collector*** is printed by the Spartan Printing Co., the largest comics printer.)

**52**
### *Organize a Comics Club*
*By David Caruba*
Feeling lonely? Want to improve your collection? Try this!

**55**
### *Comics Lexicon*
*By Maggie Thompson*
The dictionary for every comics collector.

**58**
### *Elzie Crisler Segar: The Forgotten Creator of Popeye*
*By Ed Black*
Popeye yam what he yam — but who made him that way?

**67**
### *Manga and Anime: Japanese Comics and Animated Cartoons*
*By Ardith Carlton*
The visually exciting but almost unknown world of Japanese comic art

**74**
### *Photo Grading Guide*
Color guides to comic-book condition.

**76**
### *Price Guide*
*By Alex Malloy*
Updating and correcting our previous guide.

**91**
### *Convention Calendar*
Find a comics convention in your part of the country.

**94**
### *Comics Market*
Ads from fellow comics collectors.



***Comics Collector*** is published at Iola, Wisconsin, by Krause Publications, Inc.; Chester L. Krause, president, and Clifford Mishler, executive vice president. Editorial, advertising, and circulation offices at 700 East State Street, Iola, Wisconsin 54990. Phone (715) 445-2214.



Advertisements placed in this magazine sometimes contain inadvertent typographical errors, a fact readers should bear in mind when they encounter prices quoted at a small fraction of the prevailing retail price. Prices in advertisements are subject to change without notice. Advertisers endeavor to fill all orders received, but market fluctuations which cause actual prices to vary greatly may, at times, prevent the fulfillment of some orders.

# AMAZING HIGH ADVENTURE™

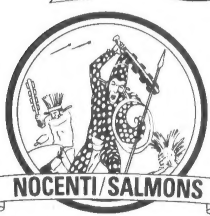
ENGLEHART/JOHN SEVERIN

LOUISE SIMONSON/LEIALOHA

Four stories of exotic places, people and times by the top talents in comic art.

CARLIN / TALAOC

**COMING IN MAY!**



NOCENTI/SALMONS

**new from MARVEL**

Copyright © 1984 Marvel Comics Group. All rights reserved.

The Pike © 1984 Stephen Englehart and John Severin
Ambrose A. Abernathy's Amazing Adventure Apparatus
© 1984 Mike Carlin and Gerry Talaoc

# Editorial

If the article on Elzie Segar in this issue made you want to *read* those classic *Thimble Theatre* strips, you're in luck. Fantagraphics Books has announced that it will publish an eight-volume series in the larger Fantagraphics series, *The Nemo Bookshelf: The Complete Segar Popeye.*

The first volume, to be shipped to comics distributors in May 1984, will consist of three years' worth of Segar's Sunday pages (with an introduction by Jules Feiffer). The first volume will measure 11"x15", will be squarebound, and will be printed in black-and-white. There will be softcover ($12.95) and hardcover ($25) editions. (All volumes will be available in both softcover and hardcover formats.)

The publisher says, "Fantagraphics Books is proud to make this monumental work available to the public, featuring Popeye, one of America's best loved mythical characters by the man whose genius, insight, and skill made the comic form into an amazing dramatic medium."

*Nemo* Editor Rick Marschall and his associate, Bill Blackbeard, are currently preparing an in-depth biography of Segar and an examination of his career, which will include many previously unpublished stories and strips, including character design roughs, more excerpts from Segar's unpublished Popeye novel, promotional art, previously uncollected material, and early strips and cartoons by Segar.

Each volume will have introductory material by a well known cartoonist.

* * *

You'll see when you read our "Cost of Collecting" features in this issue (with the articles on *The Shadow* and *Pep*) that the prices listed came from Robert M. Overstreet's *The Comic Book Price Guide* #13, for which we're extremely grateful. You'll also see (on page 22) that #14 is coming out. While the prices we run are still a helpful indication of the general price range in which a collection of *The Shadow* and *Pep* would fall, you'll want to get #14 for this year's figures.

* * *

After you've read this issue, you're ready to find an inside joke in the pages of Marvel's *Power Pack* #1. Louise Simonson collaborated with penciller June Brigman to create that comic book (which goes on sale at the end of March), and in the finished art (by Brigman and Bob Wiacek), the parents of the Power Pack kids bear a startling resemblance to a certain creative duo in comics.


COMICS COLLECTOR

**Publisher:**
Doug Watson

**Editors:**
Don & Maggie Thompson

**Staff Editor:**
Kim Metzger

**CC Price Guide:**
Alex G. Malloy

**Acting Advertising Manager:**
John Koenig

**Cover:**
Walt Simonson



**Comics Collector** is © 1984 by Krause Publications, Inc.

© 1984 by Marvel Comics Group

# TAM-MAR INDUSTRIES, INC.
## RT. 5, BOX 677-A, SPRINGFIELD, MO 65803
## MARVIN THOMPSON — PH: 417-881-0919

**20% off on orders over $50.00**
**10% off on orders over $25.00**

NO MINIMUM ORDER. WE WILL ACCEPT C.O.D. ORDERS. THESE ORDERS ARE SENT UPS. THE CUSTOMER PAYS EXACT SHIPPING U.C.O.D. FEE. IF YOU SENT MONEY SHIPPING IS $1.50 PLUS .02¢ PER BOOK. CONDITION FINE TO MINT UNLESS NOTED. SATISFACTION A MUST OR BOOKS MAY BE RETURNED FOR FULL REFUND DEALER PRICES UPON REQUEST.

**Alpha Flight**
#1 ..... 1.25 ea.
2-6 ..... 60 ea.
7 up ..... 45 ea.

**Amazing Adventures** (OG)
#19-23, 25, 26-39 ..... 75 ea.

**Amazing Spiderman**
#136, 138, 142, 145, 146, 150, 151, 152, 153, 155, 156, 158-160 ..... 60 ea.
163 ..... 1.00
163-186 ..... 60
187, 189, 190, 200, 203, 206, 220 ..... 1.50
191-199, 201, 202, 204, 205, 207-219, 221-237, 239, 240-246 up ..... 1.00
252 ..... 8.00
Giant Size: #1, 3 ..... 1.25
King Size Annual: #5 ..... 1.25
#13, 14, 15 ..... 1.50
16, 17 ..... .90

**Avengers**
#148, 147-150, 152-163, 167-178 ..... 1.00
164, 165, 166 ..... 1.50
179-191 ..... 1.50
192-200 ..... 1.00
201-233 up ..... .60
Giant Size: #1-3 ..... 1.00
King Size Annual: #1, 2 ..... 2.00
6, 8-11 ..... 1.00
7 ..... 1.50

**Bizarre Adventure**
#27,34 ..... 1.50

**Captain America**
#133 (1st) ..... 1.50
172-175 ..... 1.50
176, 177-180, 200, 201, 203-209, 211-227, 227-235-240, 242-246 ..... .60
249-254 ..... 1.00
255 ..... 1.50
256-282, 284, 285, 289 up ..... .60
King Size: #1-7 ..... .60
Giant Size: #1 ..... 1.00

**Captain Marvel**
#34 ..... 1.00
35-62 ..... .60
Giant Size: #1 ..... 1.00

**Champions, The**
#1, 11, 15, 17 ..... 1.50
2-10, 18 ..... 1.00

**Cloak & Dagger**
1, 2, 3, 4 ..... .60

**Conan (Movie Spec)**
#1, 2 ..... .45

**Conan**
#27 ..... .75
101-114, 116-150 up ..... .60
Giant Size: #4 ..... 1.00
Annual: #2,7 ..... 1.00

**Contest of Champions**
1, 2, 3 ..... 2.00 ea.

**Coyote**
#1, 2, 3 ..... 1.50

**Cyptar**
#1 (1st 00 cv) ..... 1.50
2-5 ..... .60

**Daredevil**
#27, 27, 34, 35, 43, 44, 45 ..... 1.50
114, 128, 129, 132, 153, 157 ..... 1.00
156 ..... 25.00
159 ..... 75.00
161 ..... 8.00
162 ..... 4.00
166, 167, 169, 170 ..... 8.00
168 ..... 15.00
171, 173, 174 ..... 4.00
175, 176, 177, 178 ..... 2.00
179, 180, 181 ..... 1.50
182-189 ..... .60
190, 192 up ..... .60
192-196, 198, 199, 201 up ..... .60
King Size: 1, 2, 3, 4 ..... 1.50
Giant Size: 1, 2 ..... .60

**Daredevil Chronicle**
#1 ..... 1.50

**Dazzler**
#1, 2 ..... .75
3-20 ..... .60
21, 22 ..... 1.00
22-30 ..... .60

**Defenders**
#1, 46 ..... .60
47-54 ..... 1.50
55-100 ..... .75
101-124 ..... .60
Giant Size: #1, 3, 4, 5 ..... 1.00
King Size: #2 ..... 1.50

**Doctor Strange (New)**
#72, 74, 75 ..... 1.50
6, 7, 9-15, 17-19, 21-44, 46-60 ..... 1.00
61, 62 up ..... .60
Giant Size: #1 ..... 1.25
King Size: #1 ..... 1.75

**Doctor Strange (Spec Edit)**
#1 ..... 2.50

**Dragon Slayer**
#1 ..... .60

**Dreadstar**
#1 ..... 2.50
2, 4 ..... 2.00
5, 6, 7 ..... 1.50
Annual #1 ..... 2.00

**Elfenmaid**
#5 ..... .75
2-19 ..... .75
King Size: #1 ..... 1.00

**Epic Illustrated**
#16, 17, 18, 19, 20 up ..... 2.50

**Falcon**
#1, 2 ..... .75
3, 4 ..... .60

**Fantastic Four**
#244, 64, 70, 72-80 ..... 7.50
81, 83, 84, 85, 88-95, 97-100, 102, 103-111, 113-114, 115, 117, 118, 127, 128, 129, 131, 134, 135, 146-149, 151-155, 158-160 ..... .75
161, 169, 171, 173, 174, 177, 178-188, 190, 193-199, 201-217, 221, 227, 235-240, 242-246 ..... .60
219-223, 214, 215, 225, 218, 220, 221 ..... 2.50
226, 232, 232-235 ..... .60
230, 250 ..... 1.25
237-249 ..... 1.00
251-254, 256-262 up ..... .60
Giant Size: 2, 3, 4, 5, 6 ..... 1.50
King Size: 4, 5, 6 ..... 2.50
#10, 11, 12, 13, 14, 15, 16, 17 ..... 1.00

**Fantastic Four Roast**
#1 ..... 1.50

**Fantasy Masterpiece (Rpts)**
#1 ..... 1.50
2, 3, 4, 5, 6, 7 ..... .75
8, 9, 10, 11 ..... .75

**Fantasy Masterpieces**
#1 ..... 1.50
2, 3, 4 ..... 1.00
5, 12, 14 ..... .75

**Fear**
#1 ..... .75
10

# Letters

***David N. Sterling***
1731 W. 7th, Apt. B
Winona, Minn. 55987

While grocery shopping yesterday I was drawn to the cover of your magazine and, upon opening it, I came directly to your "Little Ms. Moppet" article, Part II. Of course, I bought it.

I first started reading *Little Lulu* when I was in fourth grade in 1952 and living in River Falls, Wis. While I was growing up, the family moved several times and I was often asked to get rid of stuff for those moves. I parted with a lot of old comic books — but not my *Lulus*.

My son is enjoying them now.

My collection also includes four David McKay Co. hardcover reprints of original *Post* Lulus by Marge.

Is Marge still living? I'd like to write her a big thanks.

But first, here's a big thanks to you! *[Thank **you**!*

*Yes, indeed, Marge is still living. We'll be glad to forward letters to her.*

*You'll be as glad as we are to hear that **Little Lulu** comic-book stories will soon be available in a hardcover format designed to last a lifetime. As we write this, the contract has already been signed that will make the concept a reality. For details, you can send a self-addressed, stamped envelope to Another Rainbow Publishing, Inc., Box 2206, Scottsdale, Ariz. 85252. Ask about **Lulu** and say **Comics Collector** sent you.]*

***Mark Kuboyama***
2715 Grant Ave.
Redondo Beach, Calif. 90278

The color guide to comic-book conditions is a very good idea. It helps me a lot with judging the condition of my collection.

I would like to see more articles on collecting comics, such as: How to buy comics through the mail without getting ripped off, how to store comics properly, etc.

In your editorial, you offer free samples of two other magazines you edit. I would like to take your offer. May I have a sample of ***The Comics Buyer's Guide*** and ***Movie Collector's World***? I would really appreciate it.

*[We've sent Mark his samples. We'll be glad to send other readers samples, too, if they haven't seen **CBG** and **MCW** yet.*

*It's easy to buy comics through the mail without getting ripped off, if you deal with reputable dealers who advertise in publications which handle customer complaints promptly. You're right that we should run some articles on the basics of comics collecting. We'll begin working on such a project.*

*(By the way, regular advertisers in **Comics Collector**, **The Comics Buyer's Guide**, and **Movie Collector's World** don't rip off their customers. If they did, they wouldn't **be** regular advertisers in our publications. Krause Publications monitors its advertisers carefully, and any advertiser/customer problem is quickly resolved.)]*

***Jim True***
5 Autumn Leaf Dr., #23
Nashua, N.H. 03060

I really like ***Comics Collector***, with its mix of articles.

It is nice to see a magazine realize that there is more to comics than superheroes and that comics have a history that extends past 1980. I realize you must attract readers, so I'll forgive you for cover-featuring the X-Men and the Teen Titans.

Fandom desperately needs a magazine like ***CC***, and I hope you will be around for a long time.

I've just finished reading #3, and I enjoyed it immensely. I learned things I didn't know and gained new insight on things I lived through.

I don't think there is a single forum anywhere outside ***CC*** where someone can actually reminisce about Marvel's monster period and not be laughed at.

I also enjoyed Watt-Evans' article on the pre-Code horror comics. My one comment on that article, however, deals with the first paragraph of column three of page 54. Talking about the companies that ignored the Code and survived, he says, "Ironically, the only ones who managed it were the ones which were so clean to begin with that nobody could object to their stuff, either with the seal or without." Unless there is a new definition of "ironic" that I don't know about, the word does not belong in that sentence. It seems quite reasonable and logical that a company with a good reputation could survive without the seal, while a company such as EC could not survive even with the seal.

***Bruce Simon***
Clinton, NY 13323

In your Winter 1983 issue (which was great, by the way), you asked us, your loyal fans, to try to find mistakes and misprints in the price guide section. Here is what I've found.

Daredevil did not appear in *Spider-Man* #233.

The Torpedo first appeared in *Daredevil* #127, not *Marvel Premiere* #39.

The X-Men did not appear in *New Mutants* #1.

The Brotherhood of Evil Mutants appeared in *X-Men* #177.

Galactus did not appear in *X-Men Annual* #7; The Impossible Man did.

*X-Men* #139 was not Alpha Flight's first appearance (misprint).

*X-Men* #171 was done by Walt Simonson.

*Hulk* #259 and *Rom* #46 both had the Soviet Super-Soldiers.

*New Mutants* #5 had Viper and Team America in it.

*New Mutants* #6 had Team America, too.

*Peter Parker* #85 had the Hobgoblin in it, along with *Spider-Man* #249-251. (#249 had the Kingpin, too.)

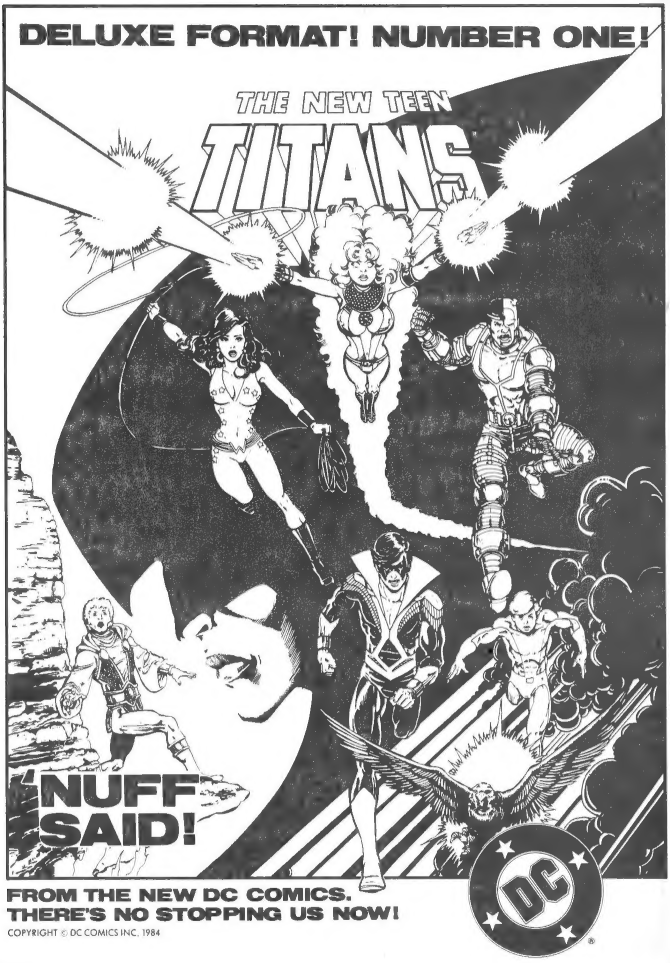
*Rom* #25 featured Galador, and in #50 the Torpedo died.

*Crystar* #3 had Doctor Strange, and #5 had Nightcrawler.

In case you hadn't noticed, most of these mistakes are minor. The only reason I brought them to your attention is so you could fix them. I really think the price guide is a good idea, though.

Keep up the good work.

*[We appreciate the help, Bruce! Can any other reader add to his list of additions and corrections?]*


DELUXE FORMAT! NUMBER ONE!
THE NEW TEEN
TITANS
'NUFF SAID!
FROM THE NEW DC COMICS.
THERE'S NO STOPPING US NOW!
COPYRIGHT © DC COMICS INC. 1984

# 120,000 Copies Distributed Nationally...
# Advertise in Comics Collector

## • Classifications

**ANNOUNCEMENTS**
4000 Announcements
**PERSONALS**
4005 Personals
**COMICS**
4100 Archie, For Sale
4101 Archie, Wanted
4102 Archie, To Trade
4103 Archie, Mail Bid
4110 Black & White, For Sale
4111 Black & White, Wanted
4112 Black & White, To Trade
4113 Black & White, Mail Bid
4120 Classics, For Sale
4121 Classic, Wanted
4122 Classics, To Trade
4123 Classics, Mail Bid
4130 DC, For Sale
4131 DC, Wanted
4132 DC, To trade
4133 DC, Mail Bid
4140 Dell/Gold Key/Whitman, For Sale
4141 Dell/Gold Key/Whitman, Wanted
4142 Dell/Gold Key/Whitman, To Trade
4143 Dell/Gold Key/Whitman, Mail Bid
4150 Disney, For Sale
4151 Disney, Wanted
4152 Disney, To Trade
4153 Disney, Mail Bid
4160 EC, For Sale
4161 EC, Wanted
4162 EC, To Trade
4163 EC, Mail Bid
4170 Fawcett, For Sale
4171 Fawcett, Wanted
4172 Fawcett, To Trade
4173 Fawcett, Mail Bid
4180 Foreign, For Sale
4181 Foreign, Wanted
4182 Foreign, To Trade
4183 Foreign, Mail Bid
4190 Harvey, For Sale
4191 Harvey, Wanted
4192 Harvey, To Trade
4193 Harvey, Mail Bid
4200 Humor/Funny Animals, For Sale
4201 Humor/Funny Animals, Wanted
4202 Humor/Funny Animals, To Trade
4203 Humor/Funny Animals, Mail Bid
4210 Marvel, For Sale
4211 Marvel, Wanted
4212 Marvel, To Trade
4213 Marvel, Mail Bid
4220 Science Fiction, For Sale
4221 Science Fiction, Wanted
4222 Science Fiction, To Trade
4223 Science Fiction, Mail Bid
4230 Tarzan, For Sale
4231 Tarzan, Wanted
4232 Tarzan, To Trade
4233 Tarzan, Mail Bid
4240 Underground, For Sale
4241 Underground, Wanted
4242 Underground, To Trade
4243 Underground, Mail Bid
4250 War, For Sale
4251 War, Wanted
4252 War, To Trade
4253 War, Mail Bid
4260 Western, For Sale
4261 Western, Wanted
4262 Western, To Trade
4263 Western, Mail Bid
4300 Golden Age, For Sale
4301 Golden Age, Wanted
4302 Golden Age, To Trade
4303 Golden Age, Mail Bid
4310 Silver Age, For Sale
4311 Silver Age, Wanted
4312 Silver Age, To Trade
4313 Silver Age, Mail Bid
4320 General, For Sale
4321 General, Wanted
4322 General, To Trade
4323 General, Mail Bid
**MISCELLANEOUS**
4400 Original Art, For Sale
4401 Original Art, Wanted
4402 Original Art, To Trade
4403 Original Art, Mail Bid
4410 Big Little Books, For Sale
4411 Big Little Books, Wanted
4412 Big Little Books, To Trade
4413 Big Little Books, Mail Bid
4420 Books — General, For Sale
4421 Books — General, Wanted
4422 Books — General, To Trade
4423 Books — General, Mail Bid
4500 Supplies, For Sale
4600 Reports, For Sale
4601 Reports, Wanted
4602 Reports, To Trade
4603 Reports, Mail Bid
4610 Portfolios/Posters, For Sale
4611 Portfolios/Posters, Wanted
4612 Portfolios/Posters, To Trade
4613 Portfolios/Posters, Mail Bid
4700 Toys, Games, For Sale
4701 Toys, Games, Wanted
4702 Toys, Games, To Trade
4703 Toys, Games, Mail Bid
4800 Fanzines, For Sale
4801 Fanzines, Wanted
4802 Fanzines, To Trade
4803 Fanzines, Mail Bid
4900 Newspaper Strips, For Sale
4901 Newspaper Strips, Wanted
4902 Newspaper Strips, To Trade
4903 Newspaper Strips, Mail Bid
4910 New Comics By Mail, For Sale
4911 New Comics By Mail, Wanted
4912 New Comics By Mail, To Trade
4913 New Comics By Mail, Mail Bid

## Display Advertising Rates

| Space | 1 Time | 4 Times |
|---|---|---|
| 1 inch | $23.00 | $21.70 |
| 2 | 43.00 | 38.70 |
| 3 | 62.00 | 55.80 |
| 4 | 81.00 | 72.90 |
| 5 1/6 Page | 99.00 | 89.10 |
| 6 | 116.00 | 105.40 |
| 8 | 152.00 | 136.80 |
| 10 1/3 Page | 185.00 | 166.50 |
| 12 | 220.00 | 198.00 |
| 15 1/2 Page | 270.00 | 253.00 |
| 20 | 350.00 | 315.00 |
| 30 Full Page | 495.00 | 445.50 |

## • Display Advertising Requirements

All advertising orders are accepted subject to the terms and provisions of the current rate card. Krause Publications, Inc., reserves the right to decline advertising or suspend advertising privileges for such periods of time as in their discretion they see fit, for any reason whatsoever, irrespective of the validity of the reasons for such declination or suspension. The forwarding of an order is construed as an acceptance of all rates and conditions under which advertising is at the time sold. The publisher will not be bound by any conditions, printed or otherwise, appearing on any order for advertising space, billing instructions or copy instructions, which conflict with its policies. Advertisers and advertising agencies assume liability for all content (including text representation and illustrations) of advertisements printed, and also assume responsibility for any claims arising therefrom made against the publishers. It is the advertiser's or agency's responsibility to obtain appropriate releases on any item or individual pictured in their advertising. All agreements are subject to strikes, accidents, fire, acts of God, or other contingencies beyond the publisher's control.

ADVERTISING AGENCIES: Payment must be submitted with copy. A 15% discount is allowed on camera ready copy.

## • General Advertising Conditions

The publisher reserves the right to edit any advertising copy to conform with its standard advertising policies, and to reject any ad which in its opinion is unethical or objectionable for any reason. This publication does not guarantee and disclaims responsibility for the conduct of seller or buyer to contract. The prices quoted in any ad are subject to change without notice in response to fluctuating market conditions and publication costs beyond control. The publisher is not responsible for errors resulting from illegible copy or changes submitted by telephone. The publisher's liability for any error shall not exceed the cost of the space occupied by that error. Post Office box number ads are allowed, but the permanent home address or place of business of the advertiser must be filed with the publisher before any such advertisements may be presented. Minors are required to furnish a certificate of responsibility from their parents or guardian before their advertising can be accepted.

Advertisements offering prizes, grab bags or contests of any nature, are not acceptable unless prior written approval has been obtained from the U.S. Postal System, Washington, D.C. Advertisements offering modern copies, reprints, reproductions or fantasy pieces which violate the Hobby Protection Acts are not acceptable.

## Classified Advertising Rates

| NUMBER of Words | 1 Time | 4 Times |
|---|---|---|
| 1-25 | $5.00 | 16.00 |
| 26-30 | 6.00 | 19.20 |
| 31-35 | 7.00 | 22.40 |
| 36-40 | 8.00 | 25.60 |
| 41-45 | 9.00 | 28.80 |
| 46-50 | 10.00 | 32.00 |
| 51-55 | 11.00 | 35.20 |
| 56-60 | 12.00 | 38.40 |
| 61-65 | 13.00 | 41.60 |
| 66-70 | 14.00 | 44.80 |
| 71-75 | 15.00 | 48.00 |
| 76-80 | 16.00 | 51.20 |
| 81-85 | 17.00 | 54.40 |
| 86-90 | 18.00 | 57.60 |
| 91-95 | 19.00 | 60.80 |
| 96-100 | 20.00 | 64.00 |
| 101-110 | 22.00 | 70.40 |
| 111-120 | 24.00 | 76.80 |
| 121-130 | 26.00 | 83.20 |
| 131-140 | 28.00 | 89.60 |
| 141-150 | 30.00 | 96.00 |

**20¢ Per Word Over 150 Words**

**$5.00 Minimum Charge Any Ad — Choose From Over 120 Classifications**

**Sample Word Count Ad:**

| Action | #1 | Mint | offers | over | $13,000. | Robert | Schmall 700 E. |
|---|---|---|---|---|---|---|---|
| 1 | 2 | 3 | 4 | 5 | 6 | 7 | 8 9 |
| State | | St., | Iola, | WI | 54990 | 715-445-2214 | |
| 10 | | 11 | 12 | 13 | Free Zip | 14 | |

**CLASSIFIED REQUIREMENTS:** Please print and punctuate. Not responsible for errors due to longhand or illegible copy. Abbreviations count 1 word each, hyphenated words count as 2 words. Zip Code free. Advertiser must file permanent or business address with publisher before placing P.O. box address ad.

**PRINT YOUR AD HERE**

Please insert the following advertisement under the # _____Classification.

| | | | | |
|---|---|---|---|---|
| 1 | 2 | 3 | 4 | 5 |
| 6 | 7 | 8 | 9 | 10 |
| 11 | 12 | 13 | 14 | 15 |
| 16 | 17 | 18 | 19 | 20 |
| 21 | 22 | 23 | 24 | 25 |
| 26 | 27 | 28 | 29 | 30 |

IMPORTANT — Include name and address exactly as you wish it to appear. In all ads where you use a box number as your address we require — for our records only — your complete name and street address.

Number of words _____ x Number of Classification _____ - Total Enclosed $ _____

**PAYMENT WITH COPY ON CLASSIFIED ADS**

**• Proof of Publication**
Tear sheets of new display ads are mailed. We regretably cannot provide this service to classified advertisers and continue to maintain low classified rates.

**• Typesetting, Pictures, Borders, Logos**
All of the above services are available free along with custom layout of ads. Contact our advertising department at 715-445-2214 for details.

**No. 5 Cover Ad Deadline May 29**
**No. 5 Interior Ad Deadline June 5**

**• Credit Cards**
We accept the following in payment for advertising:

VISA

MasterCard

PHONE: 715-445-2214

MAILING ADDRESS:
**Comics Collector**
**700 East State St.**
**Iola, WI 54990**

# COMICS UNLIMITED INVESTOR SERVICE

UP TO

# 55%

OFF COVER PRICE

Comics Unlimited has been supplying a small group of comic book investors with the comics of their choice at up to 55% discount from cover price.
If you would like information on how you can participate in this service — send $1.00 for a sample issue of our monthly mailing.
We are direct distributors of Marvel Comics, DC Comics, First Comics, Pacific and many other publishers.
Among the many desireable back issues we have in stock, we are offering the following issues at the prices listed. All are stocked in depth and the prices will be honored throughout 1984 or until our supplies are exhausted. Multiple copy orders will be accepted. Please include $1.00 with all orders to cover postage. Please be sure to include your address. Thank you.

Alien Legion 1 ..... $2.50
Alien Worlds 1, 2 @ ..... 2.00
3, 4, 5 @ ..... 1.50
All Star 25, 26 (first Infinity Inc.) @ ..... 1.00
Alpha Flight 1 ..... 2.00
2 to 10 @ ..... 1.00
Atari Force 1, 2 @ ..... 1.00
Art of John Buscema ..... 3.00
Art of John Byrne ..... 5.95
Avengers Annual 10 ..... 1.00
Badger 1, 2, 3, 4 @ ..... 2.00
Cloak & Dagger 1, 2, 3, 4 @ ..... 1.00
Conan 100 ..... 1.50
Contest of Champions 1, 3 @ ..... 2.00
Daredevil 174, 175, 176 @ ..... 3.00
181 ..... 2.50
182, 183, 184, 185, 186, 187 @ ..... 1.00
Graphic Novels
Captain Marvel (4th printing) ..... 5.95
Beowulf ..... 5.95
Dreadstar ..... 4.95
Killraven ..... 5.95
New Mutants ..... 4.95
Star Raiders ..... 5.95
Star Slammers (Walt Simonson) ..... 5.95
X-Men ..... 5.95
Warlords ..... 5.95
Illyana & Storm 1, 2, 3, 4 (X-Men) @ ..... 1.00
Infinity Inc. 1, 2 @ ..... 1.50
Jon Sable 1, 2 @ ..... 2.00
3 to 12 @ ..... 1.50
Judge Dredd 1 to 7 @ ..... 1.50
Marvel Fanfare 1 ..... 6.00
2 ..... 8.00
3, 4 @ ..... 3.00
5 to 14 @ ..... 2.00
Marvel Universe 1-15 sets only ..... 22.00
Micronauts 1 ..... 3.00
Moon Knight 1 ..... 1.50
Ms. Mystic 1-2 @ ..... 1.50
New Mutants 1 ..... 2.00
2, 3 @ ..... 1.50
Nexus 1, 2, 3, 4, 5 @ ..... 2.00
Nathaniel Dusk mini-series 1-4 ..... 5.00
Omega Men 1 ..... 2.00
2 to 15 @ ..... 1.50
Rom 1 ..... 4.00
2 Annual 1 @ ..... 2.00
Ronin 1, 2, 3, 4, 5 @ ..... 2.50
Secret Wars 1, 2, 3 @ ..... 1.00
Spiderman 200 ..... 2.00
Teen Titans 1 ..... 20.00
2, 3, 4 @ ..... 1.50
15, 16, 17, 18, 19, 21, 25 27, 28, 29-42 @ ..... 1.50
Teen Titans Drug Abuse Issue ..... 1.00
Twisted Tales 1 ..... 2.50
3, 4, 5, 6 @ ..... 2.00
Warp 1, 2, 3 @ ..... 1.00
What If 35 (Frank Miller Elektra) ..... 1.50
Wolverine 1 ..... 2.00
2, 3, 4 @ ..... 1.50
X-Men 150 ..... 1.50
165, 166 (Paul Smith) @ ..... 2.00
167 to 181 @ ..... 1.00
X-Men/Micronauts set 1-4 ..... 3.00
X-Men Classics 1, 2, 3 @ ..... 2.50
X-Men Portfolio (4 full color plates featuring Wolverine etc.) ..... 7.95
X-Men Special Edition ..... 2.00
X-Men/Teen Titans 1 ..... 2.00

**GRAB BAG SPECIAL — 100 SUPERHERO COMICS $25.00**

**1984-5 Overstreet Price Guide $9.95**

## COMICS UNLIMITED LTD.

**6833 Amboy Road, Staten Island, NY 10309**

**(212) 948-2223**

# Books

***Star Blazers, Vol. 1** and **Vol. 2**. Created by Yoshinobu Nishizaki, edited by Mitsuru-Menjo & Studio A.S.H., English dialogue by William Ross. Tokyo: West Cape Co., Ltd., 1983. $11.25 per volume.*

The comic-book industry in Japan is thriving, with sales on some individual weekly titles exceeding three million copies. Comics creators in Japan are idolized and frequently chosen as celebrity spokesmen for products in commercials.

Japanese comics have seldom appeared in the United States, partly because the Japanese language is read from right to left, not left to right as English is. Japanese comics would have to be printed in reverse in order for the panel placement to be correct. This, together with the cost of translating the comics and relettering and re-positioning the speech balloons, has made it a costly proposition to reprint Japanese comic books for American audiences.

*Star Blazers* takes place in the year 2199, when everyone on Earth lives in underground cities which were designed to protect them from radiation caused by atomic attacks from the planet Gamilon. The radiation is seeping into the ground, and the cities are endangered. Earth is offered some Cosmo DNA by the Planet Iscandar and told that Cosmo DNA will remove the radiation. But Iscandar is 148,000 light years away.

So Space Cruiser Yamato, a World War II battleship converted into a spaceship and outfitted with engines capable of warping space, is dispatched to Iscandar to bring back the Cosmo DNA. The story of the Yamato is the story of the perils (including the Gamilons) en route to Iscandar — and how the crew meets those perils.

If some of this sounds as though it might be familiar, you may have watched some of the Yamato TV series, *Space Cruiser Yamato* and *Space Cruiser Yamato 2* — which began syndication in America (in heavily edited form) as *Star Blazers* in 1979. It's for this reason that the English translation of the Japanese *anime* comics is titled *Star Blazers*, rather than *Space Cruiser Yamato*, which was the original title.

***By Don & Maggie Thompson***

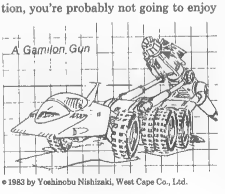
These are the first two of an intended series of five volumes, which will tell the complete story of the Yamato's journey to Iscandar — and back. The trip has to be accomplished in one year, and at the conclusion of each chapter, the number of possible days remaining is given. It's an effective device that maintains the story's suspense.

As with Japanese movies and TV cartoons, there is some bad "dubbing" in these issues. The word balloon placement, often confusing even in American comics, is even more confusing here; it is often difficult to tell which balloon to read first.

Long-time science-fiction fans are likely to be unimpressed by the science: The "wave motion engine" "compresses molecules into Takion particles which move faster than the speed of light . . . When they move, they pull the ship along with them." Assuming the writer meant to say "tachyon," the science is still, shall we say, questionable.

The reader is left in the dark as to *why* the alien forces would travel unspecified light years to turn Earth into a radioactive basketball — and *why* the Iscandar queen couldn't have sent the Cosmo DNA just as easily as she sent her sister, who died making the journey.

If you can't get past this sort of objection, you're probably not going to enjoy this set of five volumes. It's best taken unquestioningly and without looking for complex motivations in its characters.



© 1983 by Yoshinobu Nishizaki, West Cape Co., Ltd.

It's also best taken without too demanding an examination of the proofreading. The back cover copy tells of "young astronaught soldiers," and there are many cases in which the text is in error or ineffective.

That said, we should point out that America has an ever-growing audience for the Japanese series and comics. And these are *stunning* comics, with a color range beyond run-of-the-mill U.S. comics. What we have here are, after all, movie cels — and they successfully suggest the pleasures of watching the animated series: The raising of the ship from its grave in the long-scorched sea bottom, the spacewarp to Mars, and the farewell to the solar system are espcially vivid.

Fans of nuts-and-bolts will be delighted by the extensive charts and diagrams of the hardware involved in the story. There are black-and-white pictures (labelled "Blue Prints") of everything from Alex Wildstar's gun to Gamilon High Speed Carrier Fighters. And there's a two-page diagram of the layout of the Yamato, to boot.

Ardith Carlton has called anime sets "the next best thing to owning your own copies of the movies." Certainly, if you have already enjoyed *Star Blazers* on TV, you'll want to grab these books.

***Collecting Comic Books.** By Marcia Leiter. Boston: Little, Brown and Company, 1983. $8.95.*

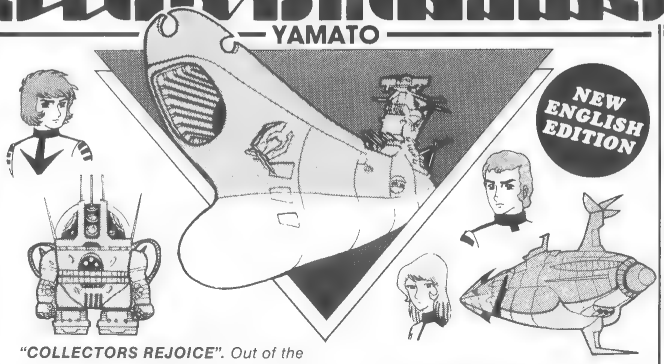
The press release for *Collecting Comic Books* calls it "the first 'how-to-get-started' guide on the topic." Indeed, while there have been "how to" publications — and *portions* of other books have been devoted to getting started with comics collecting — this is the first self-contained, widely available book that exists to initiate the beginner to comics.

At least one distributor says he feels that the book is almost *too* basic — that someone who has been collecting comics long enough to be visiting a comics shop will already know what this book offers.

# ENTER THE WORLD OF

# STAR BLAZERS

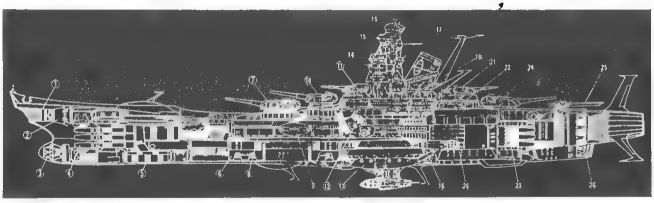
## YAMATO



NEW ENGLISH EDITION

*"COLLECTORS REJOICE". Out of the Orient comes "STAR BLAZERS", the exciting space adventure story that's taking the U.S. by storm. Filled with page after page of colorful illustrations, and for the first time, actual blue-prints for the cruise ship and fighter planes.*

*You'll enter the world of fantasy, travel beyond the dark galactic system and share in the struggle for survival. "STAR BLAZERS" is the tender, fun-loving, action-packed adventure story that will rank high among your list of favorites.*



**NOW AVAILABLE AT A BOOK STORE NEAR YOU!!**

**"STAR BLAZERS"** is just one of the thousands of stories available at **BOOKS NIPPAN,** the nation's only supplier of Japanese animations and comics.

WHOLESALE & RETAIL

**BOOKS NIPPAN**

532 W. 6th St., Los Angeles, CA 90014

**PHONE: (213) 687-7401**

# MARQUI COMICS

**6900 E. EVANS, DEPT. CC, DENVER, CO 80224**

Copyright Marvel Comics

CBG Subscription Agent Since 1966

**TERMS:** Although most comics are stocked in depth, we appreciate alternates (and we deduct 5% for any used) also, if you would accept comics in F/NM, let us know, and we'll deduct 25% if we have them in lower condition. We offer 100% return privileges, and will ship any method desired. We're here for your convenience: also, please always include an SASE for list updates. Please add a fair amount for postage (o u s 60¢ insurance if desired) All comics newsstand Mint

**ALIEN WORLDS** 1-7 . . $1.98
**ALPHA FLIGHT** 1 . . . 1.50
2-5 . . . .90
6 UP . . . .75
**AMAZING SPIDERMAN** 200. . . . 2.50
238 . . . 1.55
252 . . . 4.20
253 . . . 1.85
141 (Teamup) . . 1.85
90 (Peter Parker) . . 1.65
**AMERICAN FLAGG** 1-2 . 2.20
3-4 . . . 1.70
5 UP . . . 1.15
**ATARI FORCE** 1 3 . . 1.00
**BADGER** 1-2 . . . 1.70
**BATMAN AND THE OUTSIDERS** 1 . . . 2.15
2-4 . . . 1.20
5-7 . . . .95
8 UP . . . .70
**BRAVE AND BOLD** 200 . . 2.75
**CAMELOT 3000** 1 . . . . 3.90
2, 3 . . . 2.90
4-7 . . . 1.50
8 UP . . . 1.20
**DNAgents** 1 . . . .2.20
2 UP . . . 1.50
**E-MAN** 1-9 . . . 1.00
**GI JOE** 1 . . . 3.10
3 5 . . . 1.50
6-16 . . . 1.20
17 UP . . . .80

**GI JOE** (Graphic Novel Size)
Trojan Gambit . . 4.90
**JUDGE DREDD** 1-3 . . . 1.50
**LEGION** 285, 286 . . . .4.20
287 . . . 5.40
288, 289 . . . 2.25
300 . . . 1.45
**MARS/MARVEL AGE** 1 . . . .Ea 1.50
**MARVEL FANFARE** 1 . . . 6.80
2 . . . 7.75
3-4 . . . 3.90
5-13 . . . 1.60
**SOAP OPERA** 1 (Comic) 3.50
**STAR TREK (DC)** 1-3 . . . .85
**SUPERGIRL** 1 (Soon a movie) . . . 1.50
**THOR** 337 . . . 5.90
338 . . . 4.45
339-340 . . . 1.20
341 UP . . . .75
**THRILLER** 1-4 . . . 1.15
**TWISTED TALES** 1-2 . . . .2.00
3 UP . . . 1.50
**VIGILANTE** 1 UP . . . 1.20
**WARP** 1-9 . . . 1.00
**WHISPER** 1 (Capitol) 1.75
**WOLVERINE** 1 . . . 2.00
2-4 . . . 1.00
**X-MEN** 117-118 . . . 9.50
128 . . . .6.80
129 . . . 7.80
136, 138 . . . 4.70

**X-MEN** 137 . . . 5.20
141-143 . . . 2.10
144-160 . . . .1.55
161-64, 167, 8, 9 . . . 1.20
170-181 . . . 1.00
**X-MEN ANNUAL** 4 . . . 3.15
**X-MEN ANNUAL** 5 (Guide $2.00) . . . 1.45
7 . . . 1.00
**X-MEN/MICRO** 1 . . . .75
**MARVEL UNIVERSE** 1-3 . . . Ea 2.90
**NEW MUTANTS** 1-2 . . . 2.00
**NEW MUTANTS** 3-7 . . . 1.10
8-11, 85 ea . 12 UP . . . .70
**NEW TALENT** 1 UP . . . 1.00
**NEW TEEN TITANS** 2, 4 . . 7.10
3 . . . 6.60
12-16, 23-25 . . . 1.40
17-22, 26-31 . . . .85
32 UP . . . .70
**TEEN TITANS** 1 (1984) . 1.25
**NEXUS B/W** 1 . . . 24.40
2 . . . .12.80
3 . . . 4.85
**NEXUS COLOR** 1 UP . . . 1.75
**OMEGA MEN** 1-3 . . . 2.00
4 UP . . . 1.35
**PACIFIC PRESENTS** 1-2 (Rocketeer) . . . .2.20
**SABLE** 1-3 . . . .1.90
4 UP . . . 1.15
**SECRET WARS** 1 . . . 2.00
2-3 $1.00 ea . UP . . . .75

We don't think that's quite true. Comics shoppers have to start somewhere. In an era in which comics companies are trying to interest younger readers, it is comforting to know that those younger readers now have this book to guide them.

Judging from the letters we get, for that matter, there are many, many older readers who would like to begin collecting comics — but really don't know where to start. For them, too, this is a boon.

This was apparently produced as part of the "children's book" line from Little, Brown. The result is that the presentation is clear. The text is well and heavily illustrated — and the advice is coherent and usually helpful.

However, we would caution *any* beginner against trying to repair damaged magazines! Leiter devotes seven pages to "restoring" comics — including the suggestion that rubber cement makes an effective repair. Rubber cement should *never* be used to mend comic books; it discolors paper and otherwise ages badly. It is never recommended for permanent use under any circumstances, because it is not a permanent adhesive. The best advice for any beginner is to put his comics in comics-storage bags — *not* food-storage bags — and handle them gently. Leave repair, if any, to the real experts.

We would — and do — also avoid Leiter's implied advice to haggle with a dealer over *every* purchase of an out-of-print title. Dealers will quickly tire of a customer who is never satisfied with the labeled price of an issue.

And we *really* winced at Leiter's suggestion that her reader should buy triples of potentially outstanding comics: "One can be saved, one traded, and one cut up for a scrapbook of your favorite artist." Do us — and yourself — a favor: If you have a favorite artist, don't cut up comics containing his or her work!

Due to the ever-changing nature of the comics-collecting world, some information in this book is already becoming dated. Nevertheless, if you're a newcomer to the world of comics — or if you've been around a while but don't know it all — or if you know it all but would like handy information concentrated in one handbook: Pick up a copy of *Collecting Comic Books*. We hope Little, Brown will keep it in print and update it every couple of years.

Does your local school library have a copy? You might like to donate one, to encourage the next generation of comics collectors.

SAN DIEGO COMIC-CON
San Diego COMIC-CON
June 28 thru July 1
1984
CONVENTION AND PERFORMING ARTS CENTER
2nd AND "C" STREETS
WITH ADDITIONAL ACTIVITIES AT HOTEL SAN DIEGO
FREE PROGRESS REPORT
SEND POST CARD TO = S.D. COMIC-CON BOX 17066-K SAN DIEGO, CA. 92117
EXPERIENCE CALIFORNIA!!
SAN DIEGO COMIC-CON

# MARVEL'S POPULAR

# COMIC STARTER SETS

## *ALL NEAR MINT*

### DAREDEVIL

**SET #1** — by Frank Miller
#179-182 — 4 comics
Electra, King Pin & Death of Electra
**Regular $14.50**
**SPECIAL $12.00**

**SET #2** — by Frank Miller
#187-191 — 5 comics
Appearances of Black Widow, Electra & Bulls Eye
**The group for $7.50**

**SET #3** — by Klaus Jansen
#192-197 — 6 comics
Appearances of King Pin, Wolverine & Bulls Eye
**Regular $6.00**
**SPECIAL $5.25**

### FANTASTIC FOUR

**SET #1** — by John Byrne
#232-235 — 4 comics
Appearances of Ego & Hammerhead
**Regular $11.00**
**SPECIAL $9.50**

**SET #2** — by John Byrne
#237-241 — 5 comics
Appearances of Black Panther and Luna
**Regular $9.25**
**SPECIAL $8.50**

**SET #3** — by John Byrne
2 #245-249 — 5 comics
Appearances of Doc Doom and the Inhumans
**Regular $5.50**
**SPECIAL $4.75**

### AMAZING SPIDERMAN

**SET #1** — by J. Romita, Jr.
#225-229 — 5 comics
Appearances of Juggernaut, Black Cat & Fool Killer
**$4.25 Regular Value**
**SPECIAL VALUE $3.50**

**SET #2** — by J. Romita Jr.
#230-236 — 7 comics

### X-MEN

**SET #1** — by Dave Cockrum
#149-153 — 5 comics
Appearances of Magnento, White Queen, and Bamf
**Regular Value $9.75**
**SPECIAL $8.75**

**SET #2** — by Dave Cockrum
#154-157 — 4 comics
Appearances Corsair, Tigra, Deathbird & Star Jammers.
**Regular Value $6.75**
**OUR PRICE $5.75**

**SET #3** — by Cockrum & Sienkowicz
#158-164 — 7 comics
Appearances of Rogue, Dracula & Brood
**Regular Price $11.25**
**OUR SPECIAL $10.00**

**SET #4** — Cockrum & Smith
#165-168 — 4 comics
Brood & New Mutants appear.
**$9.00 Regular Price**
**SPECIAL $8.00**

**SET #5**
#169-176 — 8 comics
Appearance of Angel, Rogue, Phoenix
**Regular Price $11.00**
**OUR PRICE $10.00**

### NEW MUTANTS

**SET #1** — by Bob McLeod & Sal Buscema
Appearances of Viper, Silver Samurai, Brood and Liland
#1-5 — 6 comics
**Regular $10.75**
**OUR PRICE $9.50**

**SET #2** — by Bob McLeod and Sal Buscema
Introduction of New Rome and Magma
#7-13 — 6 comics
**Regular $8.00**
**OUR PRICE $7.50**

*(SET #2 cont.)*
Appearances of Daredevil
**$4.75 Regular Price**
**SPECIAL $4.00**

**SET #3** — by J. Romita Jr.
#237-246 — 10 comics
Including Black Cat & Vulture
**Regular Cover Price $6.00**
**SPECIAL $5.40**

### MARVEL UNIVERSE

**SET #1**
— by Selected Artists
#7-10 — 4 comics
Characters from K through S
**Regular $8.00**
**OUR PRICE $7.25**

**SET #2**
— by Selected Artists
#11-15 — 5 comics
Characters S through Z, deceased and inactive, and weapons and hardware.
**Regular $8.50**
**OUR PRICE $7.75**

### MOON KNIGHT

**SET #1**
— by Bill Sienkiewicz
#17-20 — 4 comics
Appearance of Arsena
**Regular $6.50**
**SPECIAL $5.75**

**SET #2**
— by Bill Sienkiewicz
@21-24 — 4 comics
Appearances of Brother Voodoo & Morphens
**Regular $4.50**
**The group for $4.00**

### ALPHA FLIGHT

**SET #1**
— by John Byrne
#1-4 — 4 comics
Appearances of Sub-Mariner and Invisible Girl
**Regular $7.00**
**SPECIAL $6.00**

### THOR

**SET #1**
#320-327 — 8 comics
**Regular Value $6.00**
**SPECIAL $5.00**

**SET #2**
— some by Bob Hall
#328-334 — 7 comics
**Regular $4.75**
**SPECIAL $4.00**

**A SPECIAL OPPORTUNITY TO CATCH UP ON THOSE CERTAIN PAST SETS YOU MIGHT HAVE MISSED OR JUST NEVER GOT AROUND TO AQUIRING.**

### IRON MAN

**SET #1**
— by Luke McDonnel
#159-165 — 7 comics
Appearances of Moon Knight & Bishop
**$5.50 Regular**
**SPECIAL $4.50**

**SET #2**
— by Luke McDonnel
#166-174 — 9 comics
**Regular Value $7.00**
**SPECIAL $6.00**

### MICRONAUTS

**SET #1** — by Butch Guice
#48-53 — 6 comics
**Regular $7.00**
**SPECIAL $6.00**

### INCREDIBLE HULK

**SET #1** — 8 comics
1 #265-272 by Sal Buscema
Appearances by Sasquatch Cameo of X-Men
**Regular Price $6.50**
**OUR SPECIAL $5.50**

### MARVEL FANFARE

**SET #1** — by George Perez
#8-11 — 4 comics
Stories of Dr. Strange, Swamp Thing, Black Widow.
**Regular $8.00**
**OUR SPECIAL $6.75**

### DEFENDERS

**SET #1**
— by Don Perlin
#110-117 — 8 comics
With Overmind
**$4.80 Cover Price**
**SPECIAL $4.25**

**SET #2**
— by Don Perlin
#118-124 — 6 comics
w/Miracle Man & Beast
**Regular Cover Price $3.60**
**A BUY AT $3.00**

### ROM

**SET #1** — by Sal Buscema
#30-35 — 6 comics
With Evil Mutants & Sub-Mariner
**Regular $6.00**
**SPECIAL $5.00**

**SET #2** — by Sal Buscema
#36-44 — 9 comics
w/Dr. Strange
**Regular Cover Price $6.75**
**SPECIAL$6.00**

### CONAN

**SET #1**
#126-138 — 11 comics
**Regular $8.25**
**SPECIAL $7.00**

### DAZZLER

**SET #1** — by Frank Springer
#10-18 — 9 comics
with Galactus, She-Hulk, & Angel
**$9.00 Value**
**SPECIAL $7.75**

**SET #2**
— by Springer
#19-26 — 8 comics
with Blue Bolt & Angel
**$7.00 Value**
**SPECIAL $6.00**

### INDIANA JONES

**SET #1**
— 1st 2 by Byrnes
1 #1-7 — 7 comics
**$5.25 Regular Value**
**SPECIAL $4.50**

### DREADSTAR

**SET #1** — by Jim Starlin
#1-4 — 4 comics
Stories of Willow Lord Papal & Dedi
**Regular Value $10.00**
**SPECIAL $8.75**


## YESTERYEARS COLLECTIBLES

**19 Danbury Road**
**Ridgefield, CT 06877**
**Phone 203-438-0395**

*WRITE FOR FREE CATALOGUE*

*When we began editing* ***Comics Collector****, we got a suggestion from DC editor Marv Wolfman. He wanted to see a column in which fans could ask questions of comics professionals. "The average fan must have many questions he'd like to ask comics professionals. But the chances are that he won't get an answer.* ***Comics Collector*** *could get that answer for him."*

*We thought the idea was excellent, and now we have our first "Ask the Experts" question. Appropriately enough, it was addressed to Marv Wolfman:*

*My questions could easily be asked of any professional writer — but, since I can pick, I'll pick my favorite, Marv Wolfman.*

*To Marv: What is a day in a writer's life like? What hours do you work? Where do you work? How long does it usually take to finish a plot and script separately? Are the deadlines on books separate or not?*

*Brian Gaul*
*Route 3*
*Cresco, Iowa 52136*

Dear Brian:

Whew! Not an easy series of questions to answer, because there isn't anything resembling a typical day. But I'll give an overview of many days distilled to one.

Since I have a 7-year-old daughter who has to go to school, I'm usually up between 7 and 7:30 in the morning. Most freelancers get up about 9 or 10, working late into the night. I can't. I fade after 7:00 p.m. as far as thinking goes.

I'm usually at work by 9 or 9:30, working haphazardly until about noon, checking for the mail, breaking for something to drink, and finding any excuse possible to avoid getting VDT [video display terminal] eyestrain. I take about an hour off for lunch and go back to work until about 5. There are days I'm writing by 8 a.m. and don't stop until 10 p.m. and there are days I look at the art piled on my desk and say "Forget it!" and go to two or three movies. But on the average I'm pretty good about a regular 9-5 day.

I work in an office in my house, my door closed with a "Do-Not-Disturb" sign on it that I thought was written in English but must obviously be written in Latin, because everyone and anyone ignores it (my calico cat, Bananas, included), barging in at any time to bother me just when I've finally gotten the sentence exactly the way I want it and therefore blowing it out of my mind forever.

Plots and script are very different chores for me with no easy way to give you time breakdown. For instance, if I'm working on *Teen Titans*, I co-plot the book with George Perez. That means either I go to his house or he comes to mine (we live six blocks apart) — usually about 11 a.m.

At about 12:30 we drive to a diner and monopolize a booth there for several hours eating and working out the plot. Therefore, technically, the plot only takes a few hours — however, both of us may have been thinking about where the plot is going for several weeks before we get together — or we've discussed half the plot at various times during the week over the phone or when I drop by his place to pick up art on my way into DC.

So the several hours' talk may only be the tip of the iceberg. Weeks may have been spent on the actual thought process which led to the plotting.

When I do a Superman story or when I did any of the Marvel books (all of which I type-plotted), the average plot — once I've come up with the basic idea — only took about one day to type up. Again, a plot may have been stewing in my mind for weeks or even longer. For instance, when I came up with The Black Cat — the Spider-Man baddie — I had originally created her to be Spider-Woman's foe and spent weeks working her up as something special. When I switched her over to Spider-Man, I had to spend weeks more converting the character to a Spider-Man character.

On the other hand, I completely created Blade in half a second — no joke. His full origin, costume, and persona came to me instantly.

*The Omega Men* originally was created as a one-shot ghost story fill-in for *Green Lantern*. Nothing special, just a diversion type of story. But, as I worked it out, the plot kept expanding and expanding. I spent one full day just playing with names until I settled on the ones we publish today.

So what this all means is there is no specific time in plotting. The actual typing of a plot takes very little time. The thought process behind creating the plot can take forever or no time at all. The Superman story recently published [in *Action Comics* #554] which honored its creators was fully realized from initial conception to final typed plot in one day. So go figure!

Script time takes much less time. When my mind is working, I usually dialogue between five to nine pages a day, double-draft. However, when deadlines crop up and a script must be turned in tomorrow, I have been known to write a full 23-pager in an eight-hour day or less. I can do that once without any appreciable loss of quality, providing my adrenaline is flowing. I couldn't hope to keep that pace up.

Also, every time I've done that I usually find myself unable to write for the next day or two. So it evens out.

Deadlines on plots and dialogue are separate. As I write this letter — January 30th — I'm plotting *Vigilante* #10 while I'm dialoguing *Vigilante* #8. George and I are plotting *#Tales of the Teen Titans* #45 while I'm writing *Annual* #3 and simultaneously plotting *The New Teen Titans* #2 while dialoguing *Titans* #1.

With no written plot on any of them, it all goes through my head, so I keep wondering when I'll start having Changeling call everyone "Scum!" while having Vigilante say things like "I'm not dumb, it's just your Earth customs I'm unfamiliar with." Sentence-ending prepositions aside.

I hope that helps.

*MARV WOLFMAN is the editor of* ***Omega Men*** *and* ***Star Trek*** *and writer-editor of* ***The Vigilante****. He's also the writer-editor of* ***Tales of the Teen Titans*** *and* ***The New Teen Titans****, both of which he does with George Perez.*

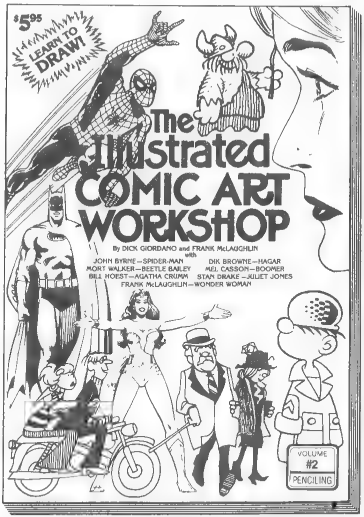
NEW! DIFFERENT! EXCITING!

# The Illustrated COMIC ART WORKSHOP VOL. II

Let the top professionals in comics share their secrets of success with you!

Drawing
Penciling
Inking
Story telling
Writing
Layout
and Concept

A course offered by professionals for those interested in becoming professionals.




- Learn the tricks of the trade that only the professionals know
- If you ever wanted to become a cartoonist this book is a must for you
- Never before have so many great cartoonists come together to teach you how to draw

For the first time in one book you can learn to draw comic books and strips from the biggest and best names in the comics industry

- **John Byrne** — tells you what it's like writing and drawing **Spiderman**
- **Dick Giordano** tells you how he draws **Batman**
- **Frank McLaughlin** — explains how **Wonder Woman** is handled
- **Mort Walker** — creator of **Beatle Bailey**, discusses what made Beatle Bailey an incredible success
- **Bill Hoest** — creator of **Agatha Crumm** and well known cartoonist for **Playboy** tells how strips and cartoons are created
- **Dik Browne**, creator of **Hagar the Horrible**, gives you tips on drawing, humor, and making it in comic strips
- **Stan Drake** — the great illustrator of the **Heart of Juliet Jones**, gives you the inside story of realistic art in the syndicated comic strip
- **Mel Casson**, the man behind **Boomer**, shares what makes Boomer one of the most successful comic strips ever

You started on the right road with Volume I, so keep moving in the right direction with Volume II.

Spider-Man © Copyright Marvel Comics Group
Batman DC Comics, Inc Beetle Bailey
Agatha Crumm Hagar Juliet Jones
Copyright King Features Syndicate Inc

**Skymarc Comics Corp. Dept.**
**575 Madison Avenue New York, N.Y. 10022**

Please send me ( ) copies of VOL. ONE $4.95 Total
Please send me ( ) copies of VOL. TWO $5.95 amount _____

Name _____

Address _____

City _____ State _____ Zip _____

Allow 4-6 weeks for delivery.
Add $1.25 postage and handling. In Canada add $1.00 extra per book.

# Viewing Simonson's Thor — and Thor's Foe

When asked whether he had designed a coherent fantasy world in which Thor operates, Walt Simonson laughed.

"I think an incoherent fantasy world is better."

One of the problems he faced in making his own structure out of Thor's character and world was that Simonson hadn't taken over a new title.

"There's a great deal of previous continuity, some of which I'm sort of ignoring, some of which I'm using."

He doesn't see it as part of his job to "justify old continuity."

"I do feel free to a certain extent to ignore old stuff."

Marvel's Thor began his adventures in the fantasy title *Journey into Mystery*, with #83 (Aug. 1962), so there have been more than two decades of Marvel development in the background in which the Norse god acts. For that matter, the Jack Kirby/Stan Lee version which began it all was not a faithful version of the Norse original.

"I *am* trying to create a kind of a coherent feeling, even though I don't feel that (given 20 years of history) I can really go back and tie everything together. I'm not so interested in that as keeping the feeling of unity in the issues that I am doing.

"What I'm doing now is working out my fantasies from 15 years ago, basically, when I was a major reader of *Thor*.

***"What I'm doing now is working out my fantasies from 15 years ago, basically, when I was a major reader of 'Thor.'"***

"I put together a whole story at the time [in the summer of 1967], and I am now doing that story, in altered form."

Simonson's story was told entirely in pictures, because that's what he was concentrating on at that point — and he agreed to supply some examples of that work, so that ***Comics Collector*** readers could compare the first version with the one that will soon appear.

He faced one problem: He didn't want to give away plot developments too soon, so he had to be careful which pictures he sent.

Meanwhile, what has he changed about the Marvel view of Thor?

"One of the things that used to drive me crazy about many of the villains in Marvel Comics is that the villains were always chicken when it finally came to the crunch. Loki was a notorious chicken in a lot of those old books.

"Even Doctor Doom cried out for help when he got sucked out of the spaceship or whatever."

Louise Simonson pointed out, "Darth Vader would never scream."

Walt agreed vehemently, "That's it!

"Captain America would have died before he'd have yelled for help, if he'd been sucked out of a spaceship, even though he wasn't wearing a Doctor Doom suit, knowing he'd only have seconds to live.

"I know that at least the top two or three bad guys at Marvel would never *really* have turned chicken at the end.

"So part of what I'm doing with Loki

© 1984 by Marvel Comics Group

is I'm really writing — or trying to write — a Loki that I think in his own way is as gutsy as Thor.

"And, in his own way, as powerful — though certainly not as physically powerful."

Louise remarked, "If it's to his own advantage to stay alive by doing some particular thing, I think Loki would do it. But it isn't cowardice that makes him do it. It's his sense of self-preservation."

"He's sort of the ultimate pragmatist," Walt agreed. "I think that Loki is capable of doing almost anything — maybe anything, *period* — *if* it furthers his own end.

"He'd help an old lady across the street, *if* there was something in it for him. He wouldn't do it out of altruism. He's perfectly capable of doing good deeds as well as bad deeds, provided that it furthers whatever it is he's interested in doing at the time — whatever goals he's set for himself.

"I think he's capable of very long-range *planning* for goals in the future and doing *whatever* is necessary to achieve those goals."

THOR
© 1984 by Walt Simonson

# What's Next for Simonson's Thor

Louise Simonson told ***Comics Collector*** that her husband had *Thor* plotted "through about #364."

He was more restrained in his estimate. "I've written a letter column for #345, which will be out in March, and in that issue I've said that I'll be sticking around longer than #350."

He said he was planning to reach a climax in that issue that he had been building towards since he took over *Thor*.

"This really has to do with all those 'Doom' pages. I thought about doing an issue of 'Doom' pages with all 30 in one issue — *The Doom Saga*." He and Louise laughed.

***"I thought about doing an issue of 'Doom' pages with all 30 in one issue — 'The Doom Saga.'"***

"But I don't think I'm going to make it quite that far.

"Actually, #348 will contain the last of the 'Doom' pages, and at this point I can't say who's doing what or who all this is.

"But by #348 we will *know* who the guy is. We will have at least some idea of what his aims are. #349 is the issue that will explain a lot of background. It will explain where we are now in relation to what happened in the dim, distant past."

Simonson likened his handling of the character to what mystery writer Ross Macdonald frequently did in his novels: "Events that are occurring now inevitably turn out to have something to do with things that occurred 20 years earlier in the previous generation.

"I think in #349 we might get back in time (although a good bit farther back than 20 years) and we'll show the events that led up to what's going on at present."

He told ***Comics Collector*** that #345, #346, #347, and #348 are a tetralogy which involve information he picked up from reading folklore from Northern Europe, though not with specific characters. He said he was dealing with "some of the rules and the internal logic of some of the fairy stories."

He spoke of what would happen after he eventually leaves *Thor*.

"When I do a character, it's like it's *my* character to play with but, once I'm done, I put my toys away. I don't really have any ax to grind, as far as what happens to the character next.

"Manhunter's kind of a case in point." Simonson collaborated with Archie Goodwin on the DC character in a series of short stories, beginning with *Detective Comics* #437. "I did seven episodes of 'Manhunter' with Archie. 'Manhunter' clones have kind of made appearances since then from time to time, and I'm sure that the character will come back somewhere along the line, because some fan down the line who becomes a pro will have always loved Manhunter and be dying for a chance to do him.

"But I really feel that whatever happens with the character later won't really affect what *I* did — with the work that I did that I'm delighted with."

However, both Manhunter and Thor existed before Simonson handled them.

***"When I do a character, it's my character to play with but, once I'm done, I put my toys away."***

"If it were Beta Ray Bill, I might think differently, I don't know," he said. Then he revealed that Beta Ray Bill would be dealt with again. "I don't want anybody playing with him while I'm playing with him. Once I'm through playing with him, I don't care.

"When I still have things that I want to do, I'd just like to play with my toys until I'm done."

*Below: Beta Ray Bill was introduced in* ***Thor*** *#337, an alien worthy to carry Thor's hammer. He will return.*

RISE UP, DEMON!
YOU HAVE PURSUED ME ONLY TO FIND DEATH!
AND WHEN I AM THROUGH WITH YOU, YOU WILL WELCOME IT!
I AM CALLED BILL — BETA RAY BILL!
© 1988 by Walt Simonson

*Opposite: During the summer of 1967, Simonson plotted and drew a complete* ***Thor*** *story by himself. He is now reworking that story in the comic book — which is now one of Marvel's most popular titles. These are four pages from Simonson's 1967 notebook version. (Note Odin's sword; Simonson used photos of an authentic Norse artifact to draw it.)*

# At Work in Comics:

## How Walt and Louise Simonson Approach the Job

*—Walt Simonson*

Photo by Maggie Thompson

I use a lot of space. Actually, I used to work at home. While I was working at home, Weezie was still an editor on staff at Marvel. (Then *she* wasn't home, so that we haven't really crossed much, as far as working in the same general area goes.)

### *By Walt Simonson*

I do write up a plot on the word processor, which we've had about eight months. What I'm discovering is that it almost acts as a series of file cards.

I can move stuff around so conveniently that I will actually have stuff in three or four different "files" on the magnetic disk from the diskettes in the word processor.

And I'll just shove them around and recombine them until I come out with a plot that does what I want it to do. Then I can just print the complete plot and go to thumbnail drawings at that point.

*Most* of what I'm doing is drawing, and I'm mostly in the studio — where I spend my working time.

I have a couple of different drawing boards, I have an Artograph that's mounted on one of the drawing boards, and I have a light table that's actually a separate board.

I do my pages by doing small drawings originally on typewriter-size paper. That's where I do my thumbnail sketches — I do thumbnails first. I break the entire job down, panel by panel, page by page, one page of typing paper per page of art in the book — and then I put these in the Artograph and project them to blow them up to full size.

Mostly, the thumbnails just consist of circles and squares and little stick figures.

Then, when I actually go into the Artograph, I will draw them as I'm tracing them. that way, I'm able to keep the drawings as loose as possible as long as possible, to try to get as much energy as I can in the drawing of the finished product.

Usually, I script the story from the thumbnail before I actually blow it up


**OVERSTREET'S 1984 EDITION WILL BE READY FOR SHIPPING BY APRIL 10TH, 1984!!**

THE COMIC BOOK PRICE GUIDE

INSIDE SEE THE STARS CALLING KATY

**LOOK AT THESE FEATURES:**

- Full Color Cover by Bill Wiggins
- Over 1,000 illustrations in full color & black & white
- Lists all American comic books from 1900—1983 with their current market values
- Exclusive article on Katy Keene by Craig Leavitt & Barbara Rausch
- Contains Special Listing of comic shops by state
- Lists publishers, dates of first and last issues, origin and special issues & most collected artists
- Exclusive 1983 Market Report
- Special Feature of The Stars Calling Katy a montage of contributions of top artists in the field
- Statistical compilations for the investor by R. Crestohl
- History of the American comic book by Tom Inge

Softback—$9.95ppd
Hardback—$13.95ppd.
All Foreign Orders add $1.25 for postage
Dealers write for Quantity Discounts

**ORDER YOUR COPY NOW**

**OVERSTREET PUBLICATIONS, INC.**
780 Hunt Cliff Dr NW
Cleveland, TN 37311
PH (615) 472 4135

This book is the most complete documentation of the American comic book ever attempted. Since 1970 the **Overstreet** price guide has been rakinowned and accepted as the most comprehensive and reliable source of information in the comic book market. Not only is the *Guide* the number one source of pricing information in the market, but is an encyclopedia of information about comic books and their history. Every known American comic book from 1901 to present is listed and all major artists are pointed out. The beginning and ending publication date of every title is included as well as all known origin and first appearances of each major character. The information in the Guide is as complete as fifteen years of research can allow. There is not a more complete source of information on comic books anywhere—**ACCEPT NO SUBSTITUTE!**

All values listed are the result of careful market analysis of sales and listings from dealers coast to coast.

The 14th Edition will include hundreds of new illustrations of comic book covers in color and black and white. Researchers have sent in new information expanding many of the listings. Treat yourself to this exciting edition. You'll be glad you did.

**SPECIAL DELUXE LEATHER BOUND COLLECTOR'S EDITION**

For the first time ever, a special **Collector'S Edition** of the *Guide* is being offered. Bound in **Genuine Leather**, with exquisite marbled end papers, this edition will be signed and numbered personalized and limited to only 175 copies.

Each book will be sold on a first come first served basis until all 175 copies are sold.

**$49.95**

Gold Leaf Lettering
Finely Marbled End Papers
Gold Gilded Edges
Your Name Here

**ORDER NOW!!**

**(Available from the Publisher only).**

The **Overstreet Guides** have become true collector items over the years. For this reason we would like to show our appreciation by offering th s **Special Collector's Edition** to you. Don t miss the opportunity to add this beautiful book to your library.

When ordering, please type or print your full name as you want it to appear on your personal leather bound copy. Orders received after April 15th, 1984 cannot be personalized.

Photo by Deborah Upton

*Louise Simonson offers editorial advice to a participant in the comics workshop of the 1983 World Science-Fiction Convention.*

## *By Louise Simonson*

Since I'm a writer, I do a rough draft on a plot.

Recently, I've taken an idea from [Marvel Editor-in-Chief] Jim Shooter: I've started making rough notes on 3x5 cards and, for the plot, I put every scene, everything I can think of, on the cards.

That way, I can shuffle the cards to put in scenes and take out scenes.

You get a lot of flexibility with the cards, because there's nothing to just pulling out a card and throwing it aside.

From that (which is my first rough draft), I go to a rough draft on the word processor at home; then I go to a finished draft on the word processor at home.

The reason I use the cards is that otherwise, once I start typing, it's tempting to go into details. It's a waste of time, if you go into details in entire scenes which will eventually be thrown away, anyway.

For me it's easier to discipline myself to a few words with the cards.

on drawing paper.

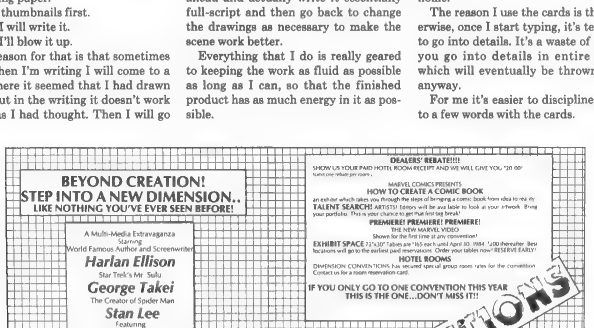
I'll do thumbnails first.

*Then* I will write it.

*Then* I'll blow it up.

The reason for that is that sometimes I find when I'm writing I will come to a scene where it seemed that I had drawn it OK, but in the writing it doesn't work as well as I had thought. Then I will go ahead and actually write it essentially full-script and then go back to change the drawings as necessary to make the scene work better.

Everything that I do is really geared to keeping the work as fluid as possible as long as I can, so that the finished product has as much energy in it as possible.


BEYOND CREATION!
STEP INTO A NEW DIMENSION..
LIKE NOTHING YOU'VE EVER SEEN BEFORE!
A Multi-Media Extravaganza
Starring
World Famous Author and Screenwriter
Harlan Ellison
Star Trek's Mr. Sulu
George Takei
The Creator of Spider Man
Stan Lee
featuring
Dick Giordano Jim Shooter
Isaac Asimov
June 23-24, 1984
Sheraton Centre Hotel
7th Avenue & 52nd St
New York City
DIMENSION
DEALERS' REBATE!!!!
SHOW US YOUR PAID HOTEL ROOM RECEIPT AND WE WILL GIVE YOU "20 00"
(Limit one rebate per room)
MARVEL COMICS PRESENTS
HOW TO CREATE A COMIC BOOK
an exhibit which takes you through the steps of bringing a comic book from idea to retail
TALENT SEARCH! ARTISTS! Editors will be available to look at your artwork. Bring your portfolio. This is your chance to get that first big break!
PREMIERE! PREMIERE! PREMIERE!
THE NEW MARVEL VIDEO
Shown for the first time at any convention!
EXHIBIT SPACE 23'x30' Tables are $65 each until April 30, 1984. $100 thereafter. Best locations will go to the earliest paid reservations. Order your tables now! RESERVE EARLY!
HOTEL ROOMS
DIMENSION CONVENTIONS has secured special group room rates for the convention. Contact us for a room reservation card.
IF YOU ONLY GO TO ONE CONVENTION THIS YEAR
THIS IS THE ONE...DON'T MISS IT!!
CONVENTIONS
For information on exhibit space or to reserve tables, contact:
Len Kaliz
P.O. Box 264
Rego Park, NY 11374
212 424 1858
With: Over 30 hours of programming, including speakers, movies, panels, debates, special exhibits, dealers, art show, magic, auctions, video games and lots more!
PREMIERE! PREMIERE! PREMIERE!
The New Marvel Video
Shown for the first time at any convention!
COLLECTORS' AUCTION
We will have two auctions, including rare and valuable books such as early Superman comics. Whether you're spending $5 or $5,000 – don't miss it!
Write for a list of ticket outlets or for further information to:
DIMENSION CONVENTIONS
P.O.Box 400, Bronx, NY 10471
212-796-6275
Tickets: Tickets go on sale April 15th throughout New York City and Nassau County $10.00 SATURDAY $8.00 SUNDAY
MOVIES!!!
Warner full screen presentations of
STAR WARS
STAR TREK II The Wrath of Kahn
(each hosted by)
FIRE AND ICE
Voorhees Rising
DEADZONE
PLUS!
PRESENTATIONS ON
DUNE
CONAN II
AND
STAR TREK III
The Search for Mr. Spock
INDIANA JONES AND THE TEMPLE OF DOOM

# Speculating on 'Hot Titles':
## A Risky Business?

Speculation in comic books, as in anything else, is a risky business. In less than half a year, two comic books have become the objects of intense speculation virtually overnight. One is *Thor* #337, the first issue drawn and written by Walt Simonson. The other is *Amazing Spider-Man* #252, the first issue to feature the web-slinger's new costume.

The phenomenal sell-out of these two comics are very similar. Both almost disappeared from many comic-book stores within 24 hours. Such distributors as Glenwood and Bud Plant were unable to meet comics shops' demand for reorders. This led some dealers to go to independent distributors (ID's) for additional copies. This, in turn, meant that regular newsstands in some areas of the country did not get any copies of the issue.

This is not the first time the hobby of comic-book collecting has seen such speculation. In 1972, many people bought multiple copies of the first issue of *Shazam!*, hoping then-current fan interest in the revival of Captain Marvel would lead to the issue's value increasing tremendously in years to come.

Four years later, *Howard the Duck* #1 never made it to newsstands in many areas, when dealers bought out stocks of what they hoped would one day be a valuable comic book.

The problem is, of course, that no one can tell if interest in a comic book, the real earmark of its value, will stay high in years to come. Nor can anyone always predict what comics are going to be held in high value. For example, in *Daredevil* #158, a relatively unknown artist named Frank Miller began drawing the comic. A few years later, Miller had attracted fan interest, and the once-dying *Daredevil* became one of Marvel's

THOR #337

THE AMAZING SPIDER-MAN #252

most popular titles. As a result, #158, virtually ignored by the readership when it first appeared, appears in price guides at more than $35 in mint condition.

A speculator tries to keep an eye out for certain things in a comic. A first issue will often have a healthy sales figure, as fans wonder if it is the beginning of another title like *Amazing Spider-Man*. When a new artist takes over a title, if he's an unknown, a speculator will watch fan reaction carefully. If the new artist is a recognized fan favorite, the speculator will often buy several copies, anticipating the artist's fans will gladly pay any price to keep up with his career.

Speculators are not held in high esteem by many who collect for the fun of it. They feel speculators tend to drive prices out of the reach of average collectors and prevent new readers from coming into the hobby.

Such fans, therefore, are gleeful when speculators are proven wrong.

How wrong can they be?

The first issue of *Howard the Duck* #1 is currently listed in *The Comic Book Price Guide* for 1983 as being worth $8 in mint condition, a pretty good price for an eight-year-old issue. (Though it should be noted that prices for *Howard* #1 have been higher in the past.)

A mint-condition, 12-year-old *Shazam!* #1, however, is said to be worth only 80¢.

In other words, anyone who decides to speculate in comic books might do well to heed the words of the late Michael Conrad's Phil Esterhaus on *Hill Street Blues* and "be *extra* careful out there."

## How Many Copies of the 'Hot Titles' Are There?

Every year, comics sent by second-class mail to subscribers have to print a statement that includes circulation figures — both a specific figure for the issue published nearest to the time of the statement and an average figure for the 12 months before the statement.

It is widely accepted that the information for the single issue is meaningless; final circulation figures are not available for a long time after publication. It is also widely accepted that even the average figures are not totally reliable.

They do, however, serve as a helpful guideline to readers who are trying to judge the scope of comics readership and comics-readers' general preferences.

The figures printed in Spring 1983 gave average paid circulation figures for comics in 1982.

*Thor*'s circulation was 156,391.

*The Amazing Spider-Man*'s circulation was 240,683.

Figures for *Thor* for 1983 (only a few of which were done by Simonson) are not available as this is written, but *The Amazing Spider-Man*'s circulation for 1983 was an average of 241,762 per month. (All the issues figured in the statement were circulated before #252 was released.)

But that average number sold came from *The Amazing Spider-Man*'s *potential* average sales of 470,527 — which is the average of the number of copies of each issue that were printed.

***Comics Collector*** called Marvel to ask:

"If *Thor* and *Spider-Man* are "hot titles," how many of them were out there to be sold? How rare *are* they? Did Marvel increase the print run to meet the higher demand?"

Marvel's Direct Sales Manager/Promotion Steve Saffel provided the following figures:

• *Thor* #337 (Nov. 1983) had printed only 4% more copies than the number printed for #336 (the last non-Simonson issue) — but there was a 20% increase in issues sent to the direct-sales market (that is, in the copies sent to comics specialty shops, which place advance orders and guarantee not to return any issues not sold).

• *Thor* #338 had a 4% increase in the total number printed over the number printed for #337 (a 7% increase over #336). (In the direct-sales market, #338 had an 18% increase over #337 and a 42% increase over #336.)

• *Thor* #339 had a 9% increase over the total print-run for #338 — and a 17% increase over #336. (There was a 91% increase in the direct-sales copies — making a whopping 172% increase over #336 in the direct-sales market.)

Saffel says, "It levelled off to some extent. By #345 [the current issue], there has been a 28% print-run increase over #337 and a 33% increase over #336.

"In the direct-sales market, it is a 108% increase over #337 and 151% over #336."

What about the *new* "hot" title, *The Amazing Spider-Man*?

• *The Amazing Spider-Man* #252 (May 1984) had less than a 1% increase in the print run over #251. Saffel says, "In the copies placed in the direct market [on the basis of advance orders from dealers], there was an increase of 26%, so the direct-sales market did improve as a result of [Marvel's] promotion of the title [to the distributors]."

• *The Amazing Spider-Man* #253 had a print run which was actually decreased, compared to #252. The total print-run decrease was 2%, and there was an 18% decrease in the number sent to the direct-sales market.

• *The Amazing Spider-Man* #254 showed a 6% increase in the total number printed, compared to #253 (which is a 5% increase compared to #252). (In the direct-sales market, there was a 55% increase over #253, a 28% increase over #252, and a 63% increase over #251.)

Obviously, the more customary distribution routes (through newsstand distributors to general sales areas) involve more copies than the comics-shop routes. "There's always a natural fluctuation," Saffel says, "in which copies are routed to which market, depending on orders."

***Comics Collector*** suggested to Marvel Editor-in-Chief Jim Shooter that the large number of issues in circulation meant that there should be plenty of copies available to all collectors.

"With *Thor*," he said, "you could be wrong. #337 was as near as you'll ever get to a sellout."

# Upstart Associates:

## Walt Simonson on Working with Other Creators

When you call Walt Simonson at work, the phone rings and is answered by someone saying, "Upstart."

Why is that?

"Well," Simonson said, "it scares off the people we don't want to talk to, mostly, so it seems like a good thing to do. Most people who are brave enough sort of forge ahead and get who they're looking for eventually."

Simonson has worked with other creators before. Though he is now producing the package of plot, art, and script for *Thor* (which is edited by Mark Gruenwald), he has worked with other writers and editors for years.

Simonson told ***Comics Collector*** that he felt his work on *Manhunter* (with writer/editor Archie Goodwin) had the same quality as work done by one creator. "I've worked with an awful lot of writers whose work I have taken a lot of delight in, but the stuff with Archie was kind of special.

***"I've worked with an awful lot of writers whose work I have taken a lot of delight in, but the stuff with Archie Goodwin was kind of special."***

"I think that the work that I did with him was really work that was better than work I did with anybody else. I couldn't exactly explain why. I look back and I'm very proud of the work that the two of us did together.

"I've done a lot of work since then that I like a lot, but it was just something about working with Archie — maybe the way our personalities meshed — where I always felt that I could put

© 1984 by Marvel Comics Group

more on the paper.

"Somehow, when I got it back from Archie so I could ink it, he'd always covered everything that I had blurred — and he'd covered it so well that no one noticed."

Archie Goodwin, who has been editing comic books for about two decades, was one of the first writers with whom Simonson worked.

"I was doing *Manhunter* within a year of my coming to New York, and I didn't really appreciate as fully as I do now the rare quality of being able to produce work so closely with a writer that you almost function as one unit.

"I don't know that I'd ever really come across that again, but I had it at the time and was very fortunate that I did."

Later, he worked with his wife (who was at that point working under the name Louise Jones), who was editing *Battlestar Galactica* for Marvel. His working method was to do a layout, type the script from that, and turn it in. He and Louise discussed the plots — especially since one of his plotting methods was to talk about them.

Even now, Simonson said, "Even though we don't actually work together on single projects very much, every story that I'm doing, Weezie's already at least had a chance to read through the plot.

"Usually she gets stuck with my plots at 3 a.m., before we go to bed — and I climb out of bed to find her plot staring me in the face before she has to dash off to the office to turn them in. We usually go through each other's stories more than once."

They both laughed, and Louise commented, "I don't think either of us is awake, though."

Working with other artists was the genesis of Upstart Associates, although the group does not act as one composite creator.

Simonson said that the group was formed for two reasons: "It was really a way for several of us to share space, to cut down on our expenses — and, at least for me and I think the other guys, as well — to share experience."

Fans usually see comics creators in group environments. At conventions, artists, writers, and editors are interacting socially — talking, looking at submissions, signing autographs, and the like. But, when it comes to *creating* comics, the work is usually done in isolation.

Simonson agreed, "It's very easy just to go into your room, sit at the drawing board, do the drawings, and not have any communications with anybody else — not be really that aware of what other people are doing.

"I went to art school, where I very much enjoyed the kind of cross-referencing that was going on, even between different departments. I took silk-screening. I did lithography. I taught silk-screening for a bit. I had a TV course, a calligraphy course, a history of typography.

***"Upstart Associates was really a way for several of us to share space, to cut down on our expenses, and to share experience."***

"I met a lot of kids who were taking a lot of other courses — were painting majors and illustration majors and film majors and photography majors and so on — and they had very different slants than I did, even about the same discipline. We'd all be doing silk-screens, but they'd be coming at it from a whole different direction, and I valued that a great deal.

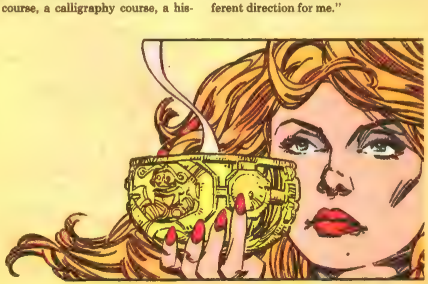
"When I came to New York, I spent a lot of time working on my own up in my apartment, and Upstart really was a chance for me to get back into an atmosphere where I could not only do my *own* work, but I could kibitz and watch a lot of other guys doing their stuff, as well, which was not all of the same kind of stuff I was doing.

"It wasn't even all comic books, in fact."

The original group consisted of Val Mayerik, Jim Starlin, Howard Chaykin, and Simonson — and "Upstart Associates" was simply the name they came up with one night at dinner, when they were trying to decide on a collective title.

"We were all graduates of boys' clubs as kids. I had The Two-Gun Club when I was seven or eight years old. The idea of having a club is naturally appealing, and we thought we could use a collective name.

"We don't really work on the same projects, but there is a lot of cross-referencing to the extent that, if I've got some problem in drawing or graphics or I can't solve a story point, I may grab Howard and tell him the problem, and he'll provide a fresh viewpoint in a different direction for me."



© 1984 by Marvel Comics Group

# The Simonsons Choose Their Work

Walt Simonson writes and draws Marvel's *Thor*.

Louise Simonson writes *Marvel Team-up* and *Power Pack*. (She created *Power Pack* with June Brigman.)

As he became involved in the field of comics, Walt Simonson says he faced the artistic problem of telling the story graphically.

"When I got into comics, one of the things that I really was able to do fairly well from the beginning was to tell a story visually — to put pictures together in a fashion that would tell a story clearly and graphically.

"But my *drawing* wasn't so great.

"It was passible, in view of the fact that doing comics encompasses an awful lot of different problems, and different people solve them in different ways.

"There are people who can't draw for beans who do *wonderful* comics, because they storytell so wonderfully. There are other guys whose storytelling is passible — it's serviceable storytelling — but they're phenomenal draftsmen, and the result is they *still* make comics that are worth looking at.

In my case, I was one of the storytellers who learned a lot of the drafting skills as I went along. I don't know if [I had] any one problem per se, but I had reached a point where I think I started 'breaking the Kirby Barrier.' "

("Jack Kirby must have been the fastest artist alive during the early Sixties," Louise explains. "When you calculate the amount of material he was producing, it's fantastic. So 'to break the Kirby Barrier' is to work fast enough to be a professional — and beyond. Lots of artists can do fine, professional work, but you've broken the Kirby Barrier when you're fast enough to do a monthly book.")

"I had reached the point where I just didn't feel I was putting in as much energy as I wanted to and I didn't really have to do a good comic book.

"The writing [added to the art] provided a whole new set of problems of tying writing and drawing together in a way that is really very rarely possible, when you have a different writer and an artist, who are working as a team."

Louise, too, changed her work pattern. She had been a staff editor at Marvel. Why did Louise leave her staff job?

"Because I wanted to start writing. I had sold *Power Pack* and I felt that I was getting an awful lot of offers to write, and writing had gotten to be more fun. It was more challenging.

"I'd gotten to the point where I could edit with my eyes closed, and, if you're doing stuff with your eyes closed, there isn't fun in doing it any more."

Walt says, "That may be one reason I began writing, too — not that I could draw with my eyes closed — but I found after a while that, while I was *enjoying* what I was doing, it wasn't *as* challenging as it had been, because I really felt that I had solved an awful lot of the problems that are inherent in learning how to be an artist in comics.

"Hopefully, my drawing would continue to improve as time went by, but I really had kind of reached a point where I didn't feel I was putting in *as* much as I would like to put in, because I didn't have to any longer.

"The writing really fell into my lap. I was offered *Battlestar Galactica* when I was on it.

"We had people kind of coming in and out of *Galactica* all the time. They finally asked if I wanted to write it, and my wife nudged me into it."

"Actually," Louise breaks in, "I was the editor on the book, and none of them knew till I took a crowbar and hit you in the head."

Walt agrees, "She'd been after me for a long time to start writing."

Louise points out, "But you had written a *Star Slammers* short story a while earlier, and I knew your plots are really great. And I knew you had the verbal stuff, too, so what the heck? Why not?"

Walt says, "My biggest fan."

© 1986 by Marvel Comics Group

# When the Reuben Came to California

## Big Names, Big Mansion, Big Event — As Viewed by Shel Dorf

Photo by Carlos Lazarus

*Charles Schulz draws Snoopy at the Playboy mansion.*

Tom French and I had changed into our tuxes and entered the elevator with Fred and Virginia Waring, who were on our floor at the Beverly Hills Hotel. We were going downstairs to the Crystal Room where the awards were held.

The tiny elevator stopped at the second floor and *Olivia DeHavilland* got on! So here I am, nose-to-nose with this famous Warner Bros. star from my childhood. She still looks so beautiful. What does Dorf do? He blurts out "Olivia DeHavilland, my God!" She smiles. Fred Waring introduced his wife and himself and we hit the lobby. "I loved you again as Melanie," I said, and she was gone.

It was that sort of weekend, when The National Cartoonists Society brought its awards ceremony to star-filled Beverly Hills.

We stayed on until the elevator reached the lower level. The doors opened onto a scene of beautifully dressed people who were the *real* stars of this weekend, the cartoonists and their wives. The cocktail party was about to begin.

For the first time in its 37-year history The National Cartoonists Society was holding its Reuben Awards presentation outside of New York. The awards are the "Oscars" of the cartoon profession, but the locale had traditionally been the Plaza Hotel in New York.

The San Diego Comic-Con (now in its 14th year) has proved there are dedicated comics fans and professionals on the West Coast, and current President Bil (*Family Circus*) Keane and Mell (*Momma, Miss Peach*) Lazarus worked to see that the NCS awards were finally given on the West Coast.

The event was a sellout! Mell Lazarus was the chairman, and Joanie Osler was the organizer — and they did a terrific job!

Tom French (who, with his wife Virginia, has coordinated the dealers' room at the San Diego Con for years) had been asked to videotape the Reuben Awards. So we drove up together from San Diego and shared a room at the Beverly Hills Hotel (compliments of Milton Caniff, my boss and Honorary Chairman of the Board of NCS).

We had barely enough time to change for the first event. The map was accurate, and we easily found our way up the winding bush-shrouded road. It was to be a cocktail party at Hugh Hefner's Playboy Mansion West.

We gave our names to the security guard at a checkpoint and then were allowed to proceed up the hill to the mansion, where we spotted Mell Lazarus acting as host in the courtyard. (The occasion was co-sponsored by Field Newspaper Syndicate, King Features Syndicate, Register and Tribune Syndicate, Tribune Company Syndicate, United Media Enterprises, and Universal Press Syndicate.)

We walked through the front door onto polished wood floors which led into the back yard. I use the term loosely, because it was actually several acres of land covered with beautiful tropical trees and shrubs.

Live peacocks, flamingos, parrots, and various exotic birds walked around ignoring the people. There was a huge pond loaded with huge Japanese goldfish. Down the hill was an aviary and a rabbit hutch with the Playboy trademark painted on it.

The mansion itself looked like an English stone castle. It had been built in 1927 by the founder of the Broadway department stores. Hugh Hefner had bought it from the heirs and made it his West Coast headquarters. Many good times — and important journalistic developments — have taken place on the premises.

Hundreds of white tables and chairs had been set under a large blue-and-white tent. The ground was covered with astro turf. To the right was a long, long table with a gourmet buffet of hot and cold food. Uniformed men and women stood behind to serve the guests. Along the back was a bar with three bartenders. The guests were in a mood to socialize, and nobody was eating.

Tom and I circulated.

Sergio Aragones, Bob and Sody Clampett, Barb and Brad Anderson, Bil Keane, Charles and Jean Schulz, Gary Owens, the president of King Features , Henry Boltinoff, Cathy Guisewite, John and Marge Devine (our fabulous scribe and den mother since the founding of NCS), Bob Foster, Dick and Marie Giordano, Burne Hogarth, Bill Lignante, Mr. and Mrs. Bill Schorr, Mort Walker, Stan and Sharon Sakai were people I knew and chatted with.

There were many more faces I did not know. But it really didn't matter, because everyone was in such a friendly mood and we were all a bit excited being in this lovely environment. After juggling a few drinks, we got down to the food, and it was nice to sit down. A band materialized and played peppy dinner music.

People table-hopped as the sun set. About three hours into the party, Hugh Hefner appeared. Batteries of lights and video cameramen followed him around.

He looked tired but was visibly excited at meeting these world-famous cartoonists. Lazarus (who has been at the Playboy mansion before) introduced Bil Keane.

(Besides the full-time job of getting out his daily and Sunday *Family Circus*, Keane has had the full-time job of the presidency of The National Cartoonists Society. This includes getting out a newsletter, flying to the East Coast for meetings, and multiple other responsibilities. And, if I know Bil, he also gets in several games of tennis. This Reuben weekend was the culmination of his term in office.)

Under the huge tent in the "back yard," the vibes were great. Conversation flowed, old friendships were renewed, and new ones were begun.

At one point, Bil introduced me to Hefner, and I presented him with a framed picture of a gal from Milton Caniff's *Male Call*. This was a gift from Milt, who could not be there. Hefner commented that he will always be grateful to Caniff for allowing him to run some rejected/censored *Male Call* strips in the second issue of *Playboy*. Friends have told me that this presentation was shown on the 11 p.m. news. All I remember was the blinding lights as we were talking.

I saw my old friend Charles Schulz, who exclaimed, "Shel! What are *you* doing here?" Since our friendship these past years has been through phone conversations, it was nice to finally see him in the flesh again. We found a stairway out of the tumult and had a few quiet words. He is such a good guy — more like Linus than Charlie Brown. I saw his wife, Jeannie, having a good time circulating, too. She and her Mother are "99"'s — lady pilots who have competed in the Powder Puff Derby.

Russell Myers and his lovely wife, Marina, told me they had just visited their new fellow Oregonians Gare and Carl Barks. (Gare is a wonderful painter of scenes from nature — and Carl created Uncle Scrooge and has spent the last several years painting ducks for an eager audience of art lovers.) The Barks' new home has a vault where his paintings are kept!

Myers said he has not yet been able to figure out why the L.A. *Times* dropped *Broom-Hilda*. (The strip placed in the top eight in a popularity poll in New York. I think it will be back soon.)

Several of the guests began to wander around the grounds of the mansion as the sun went down. There are beautiful paths lined with bushes, sculpture, and flowers, and they lead to little houses on the grounds. One of these places we discovered was a "playroom" with all kinds of arcade games in one room, couches, a hallway leading to tiny bedrooms with mirrored ceilings, and all the comforts of a home-away-from-home. There were no playmates in sight, though.

I met Ralph Bakshi at a pinball machine — honest! — a more natural setting for him I couldn't imagine. We talked briefly about his then-upcoming animated feature *Fire and Ice*. He also finally told me that he has been attending my San Diego Comic-Cons with his kids in a sort of incognito way. Shame on you Ralph, you'd make a great panelist!

Outside on a dark path I met a lovely lady who played the "I bet-you-don't-remember me" game. I did. It was cartoonist Bernie (editorial cartoons, San Diego *Union*) Lansky's wife, Retha. She is getting younger! Or maybe she'd just drunk from Hef's fountain (of youth) in the backyard! (Bernie's brother Jordan, by the way, for years wrote the golf strip *Mac Divot* which Mel Keefer drew.)

Many of the people I talked to seemed like kids at a slightly naughty place. I

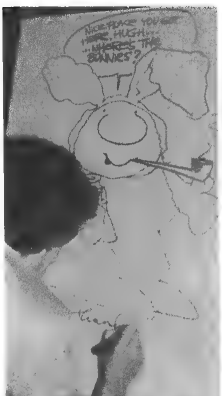


Photo by Cathie Lazarus

*Tom Wilson draws Ziggy at the Playboy mansion.*

looked at a porcelain bust of Barbi Benton, and in the desk compartment there was note paper with the Hefner initials and the rabbit trademark. I suddenly realized I was actually sitting behind Hugh Hefner's desk. It felt good. There's nothing like being at home when you are at the Playboy mansion!

Roy and Dann's party was a delight, as it always is. I knew so many people that it seemed like a party at a comics convention. For examplie, I found out that Jim Harmon has revived the premiums we used to get in our Ralston Purina products. He showed the company an incredible increase in sales when the kids could get a Tom Mix comic in the cereal free.

Well into the morning hours, we sped back to the Beverly Hills Hotel. Next morning I got my shoes shined, sat out near the pool, and was interviewed by Michael Canterbury of the Canadian Broadcasting Network. We met a few cartoonists in the Polo Lounge and actually saw little Drew Barrymore in the lobby signing autographs. She was adorable, sweet, and unspoiled. Oh, yes! Lynda Carter (Wonder Woman) was in the booth next to ours.

We went into the lobby to wait for

***Ralph Bakshi finally told me that he has been attending my San Diego Comic-Cons with his kids in a sort of incognito way.***

guess just the fact that it was Hugh Hefner's home and office made it seem a bit forbidden. But it had an elegance and good taste about it. After all, *Playboy* has always had good journalism along with its naked ladies, and journalism is an integral part of comic strips. It was really a natural place for us all to be. Besides, Hef loves comics.

The party thinned out, and we decided it was time to leave. Besides, Tom and I had another party to go to; Roy and Dann Thomas were having their annual gorger's bash. I asked Hefner's P.R. man, Don Rogers, for directions to Roy's home. He didn't know and led us into an office area to make a phone call. I was a little beat, so I sat down at a desk. We made our calls and chatted with Don.

Milton Caniff to arrive. He had driven from Palm Springs to L.A. in the Rolls with his wife, Bunny, Willie Tuck, and Rosalie Hearst (widow of George Hearst). The lobby suddenly took on an exciting air. *The* man had arriived.

Many NCS members spotted him as he stood by the desk waiting for his room assignment.

Milt is Honorary Chairman of the Board and Past President of NCS, much loved and respected. By now the Caniffs have become like family to me, and Willie (the Caniff studio manager) is my dear buddy.

We all went back into the Polo Lounge, because the Caniffs' rooms were not yet ready, and Milt (a wonderful raconteur) kept us pleasantly entertained.

Well, the afternoon rolled on. We took a little siesta, then got into our tuxes for the big night. And that is where you came in.

After Olivia DeHavilland had left our elevator, we went on down to the Crystal Ballroom, where the cocktail party was going full tilt. You've never seen so many cartoonists all scrubbed and polished. Coordinator Joanie Osler (assisted by Marge Devine and Shelly Lucky) was at the registration table — which was covered with name stickers in the form of word balloons which Bil Keane had lettered.

Tom went to set up his video equipment, while I circulated. I saw Dick Moores (*Gasoline Alley*) and his son Dr. Bill Moores. (Bill is a noted heart specialist based at the veterans' hospital in La Jolla.) Dick told me that his wife, Gretchen, had passed away the previous week. He had been nominated for the Best Story Strip award and had flown out from North Carolina, trying to put his grief aside for the while. (Later there was an emotion-filled moment on stage, when he accepted the award. He gave tribute to his late wife for all her help through the years.) The humanity we find in *Gasoline Alley* is reflective of Dick Moores' own humanity.

By then Tom was back and he told me that Ken (*Mary Worth*) Ernst was looking for me. I squeezed through the crowd to finally meet a man I'd corresponded with for years. It was a joy to meet at last. John Saunders (Allen's son and now writer for *Mary Worth*) was with him, and we talked as best we could, considering the high noise level.

I saw many faces which seemed familiar from seeing their photos in NCS publications. And, of course, there were many I knew through being their host at the San Diego Comic-Con: Mort Walker, Charles Schulz, Dick Giordano, Mell Lazarus, Bob and Sody Clampett, and Long Beach psychiatrist Ron Silverstein and his beautiful wife, Norma. (Ron is a major West Coast collector of original comic art.)

Photo by Stan Dorf

*NCS Honorary Chairman of the Board Milton Caniff presents the Reuben Award to* ***Family Circus*** *creator Bil Keane.*

Although I had my camera with me, I was too busy socializing to get many photos. I'm glad Cathie Lazarus (daughter of *Momma*'s father) was there to photograph it all. She got the essence of the whole weekend.

***"I think we start as youngsters reading what we call 'the funnies' — that's the first part of the newspaper we turn to when we are children. And if we are smart, even as adults it is the first thing we turn to."***

***— Los Angeles Mayor Tom Bradley***

The lights flashed, signaling the start of the banquet. The names on the gigantic seating list read like a "Who's Who in Cartooning." I was at table #1 only because my friend, boss, and host happens to be Milton Caniff. Our table: To my right; Willie Tuck (Caniff studio manager), Mike Dorf (my brother), Virginia Waring (pianist and dress designer, wife of Fred), Milton Caniff, Rosalie Hearst (widow of George Hearst), Fred Waring (famous band leader, creator of "The Young Pennsylvanians," and a big comics fan), Mrs. Hearst's date, Sandra (Mrs. Caniff's great-niece), Mrs. Milton (Bunny) Caniff, Hesper Anderson (TV and movie screenwriter), and me.

Ron Rubin's orchestra played beautiful dinner music. The tables had flowers, candelabra, gifts for the ladies, and a cut-out cartoon character — which Karl Hubenthal had done in the style of each cartoonist.

Gary Owens took to the stage as master of ceremonies. He introduced Bil Keane, who in turn introduced the mayor of Los Angeles, Tom Bradley, who said:

"It is a great delight to see so many of you who have been my heroes for many, many years. I think we start as youngsters reading what we call 'the funnies' — that's the first part of the newspaper we turn to when we are children. And if we are smart, even as adults it is the first thing we turn to.

Photos by Shel Dorf

*(Above, left to right) Original comic art collector Ron Silverstein, Norma Silverstein, Jim Davis (creator of **Garfield**), Carolyn Davis. (Left) **Playboy**'s Hugh Hefner and **Family Circus** creator Bil Keane talk at the Playboy mansion.*

"You have made us laugh, sometimes made us cry. You have made us think. And that is one of the most important services that you provide.

"Your creative genius has filled our newspapers for many, many generations. Whether we are 8 or 80, the children in us comes out. You are the ones who give meaning to life — who sometimes, in a brief caption or a single balloon, can capture a message that literally tells a story which could not be delivered in a full-column newspaper article. You are truly precious treasures in this nation, and we're grateful to you.

"We thank you for coming to Los Angeles. We hope that you have as good a time as you give to us each and every day."

The mayor then presented the National Cartoonists Society with a beautiful scroll and was in turn presented with a portrait of himself done by Mel Keefer.

The evening continued for another hour as the awards were given out, culminating with the one big award, the Reuben. (There are other awards given in many different categories each year — but there is only one annual Reuben — for Cartoonist of the Year.)

Milton Caniff took to the podium and stated, "For those of you who are even on the edges of this pariah trade of ours, the dirty-fingernail profession, I should mention just how important this award is. As they say in the Oscars, this is the 'heavy award.'

"You don't even trust yourself, when you hear the nominations are coming up, that you could be one of them. It's almost beyond any one of us. Every one of you out there who has ever sweated out this moment knows what I mean. The nominees' work will be flashed on the screen and the blood, sweat, and everything else that has gone into bringing them to this moment in their careers can't be underestimated.

"Nominee: Garry Trudeau for *Doonesbury*; Bil Keane for *The Family Circus*; Jim Davis for *Garfield*. None of these men has won this before. We've had some two-time winners, but these men are all first time around.

*[There was a drumroll as he opened the envelope.]*

"Not really a surprise and certainly a delight — *Bil Keane!*"

Keane thanked his competitors and said he was happy his whole family could be there to see him win.

"The cartoon kids that I draw — I've been drawing my own family and I've been exploiting them for years. I'd like you to meet them — my daughter Gayle, my sons Neil, Glen, Chris, and Jeff. Thanks for all those cartoon ideas you guys and girl gave me!

"And the one person that has meant most to me through the years, she's just great, she's the most kissable editor I've ever met! This is the gal without whose copulatio— er, cooperation there would be no *Family Circus*, my great, loving, wonderful wife, Thel!"

Mrs. Keane took to the stage and was presented with a pin from Caniff. Keane then thanked his assistant, Bud Warner. (Though confined to a wheelchair, Warner continues to do everything from flying his own plane to building his own house. He inks the strip over Keane's tight pencils.)

Then, the awards over, the dancing continued, and people visited tables. There are few evenings in the comic profession to equal this.

***Note:** A videotape of the evening is being readied for sale with proceeds to benefit "The Milt Gross Fund" to help indigent cartoonists. For details send a self-addressed, stamped envelope and a request for information to: Marge Devine, 9 Ebony Ct., Brooklyn, N.Y. 10029.*

## *NCS Awards: April 17, 1983*

- Advertising Illustration: Arnold Roth
- Animation: Bill Melendez (most noted for the *Peanuts* TV specials)
- Comic Book: Bill Gustafson (*Beetle Bailey*)
- Editorial Cartoons: Mike Peters (Upon being presented his awards by Charles Schulz, Peters dropped to his knees and kissed Schulz' hand.)
- Humor Strip: Brant Parker (*Wizard of Id*)
- Magazine Gags: Don Orehek
- Special Features: Don Martin (of *Mad*)
- Sports Cartoons: Karl Huebenthal
- Story Strip: Dick Moores (*Gasoline Alley*)
- Syndicated Panel: Jim Unger (*Herman*)
- Reuben Award: Bil Keane (*Family Circus*)

# THE Shadow IN COMICS

*By Will Murray*

Summer 1984

Shadow feature films and serials and three separate comic book incarnations.

The most famous of the Shadow comic books was DC's version in the early Seventies. It ran 12 issues. Among comics fans, it was a critical success, but it didn't catch on with general readers, and in those days before "direct distribution" to comic shops, this was the kiss of death. Not even the acclaimed art of Michael W. Kaluta, who might be called the Frank Miller of the Seventies, could save it. Nor could the fact that it was the most faithful comics adaptation of the Master of Darkness to date.

It's almost heresy to suggest that DC's Shadow was the most faithful to the original Knight of Darkness, because the very first Shadow comic was published by Street & Smith, the firm which launched the pulp magazine in 1931 when it was discovered that the narrator of the radio tie-in with Street &

Shadow
10
THE SPIDER BOY
The Shadow's Weirdest Story
YOU'VE KILLED MY SPIDER... MY ONLY FRIEND... AND NOW YOU SHALL PAY!
NO...NO.... HELP!!...
YOUR SCREAMS WON'T HELP! I'LL BIND YOU IN THE WEB I'VE SPUN
MAR...
YOU'RE CHOKING ME!!... CAN'T BREATHE!!
HEE! HEE! HEE!
UH?! WHA...?!... MY LOOM?!.. SOMEONE UPSET MY LOOM!! MY WEB HAS FALLEN!
YES, SPIDER BOY... FOR THE SHADOW'S MAGIC IS GREATER THAN YOURS!
YOU SHALL DIE!...DIE!!..DIE!!... WE SHALL HAVE OUR REVENGE!
AHHRRG!!

Smith's own *Detective Story Magazine* was fast becoming more popular than the show itself. So Street & Smith hired a magician's ghostwriter named Walter B. Gibson to flesh out the radio voice under the byline "Maxwell Grant."

Gibson's fleshing-out turned the quarterly *Shadow Magazine* into a twice-a-month phenomenon. Ultimately, the radio show borrowed, in its turn, from the pulp and *Detective Story Hour* became *The Shadow*, and the mysterious voice became Lamont Cranston, invisible investigator.

Gibson had little to do with the radio show, but when the first issue of Street & Smith's *Shadow Comics* appeared in 1940, he asked for a share in the profits. A compromise was struck in which Gibson obtained an exclusive comic-book

© 1940 by Street & Smith Publications, Inc.

# Save Money

## Get your favorite full-color comics magazine four times a year . . . save money too!

Take advantage of the savings off the newsstand price plus get the convenience of home delivery by subscribing to **COMICS COLLECTOR.**

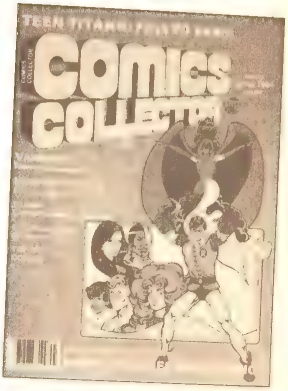
Each issue of **COMICS COLLECTOR** is jam-packed with historical articles on comics of the past and present as well as interviews with artists, writers and publishers.

Plus there's lots of full-color and black & white artwork of comics characters of all eras and all types.

From X-Men and Superman to Donald Duck and Little Lulu, **COMICS COLLECTOR** brings comics to life! Plus there are lots of ads selling comics of all types and eras. Find what you're looking for quickly and easily!

Keep track of the value of your collection with **COMICS COLLECTOR's** comics price guide. Over 10,000 comics values are listed and updated in each issue!

By subscribing, you save money — $1.05 with a one year subscription and $3.00 with a two year subscription. Start your collection of **COMICS COLLECTOR** today — subscribe on the handy order form below.




*Published quarterly in full color.*

COMICS COLLECTOR

**Circulation Department**
**700 E. State Street**
**Iola, WI 54990**

### ORDER FORM

Mail coupon with your payment to:

COMICS COLLECTOR

**Circulation Dept.**
**700 E. State Street**
**Iola, WI 54990**

Please start my **COMICS COLLECTOR** subscription for the following term:

( ) 1 year (4 issues) ..... SAVE $1.05* .....$7.95
( ) 2 years (8 issues) ..... SAVE $3.00* .....$15.00

( ) New subscription
( ) Renewal/extension

( ) Check or money order enclosed.
( ) Charge to MasterCard/Visa.

Account # _____

Expires: Mo _____ Yr _____

Signature _____

Name _____

Address _____

City _____

State _____ Zip _____

Foreign addresses, including Canada and Mexico, please add $5 per year for postage and handling. All payments must be made in U.S. funds or by a check drawn on a U.S. bank.

ACL

scripting contract at twice the normal writer's page rate. He wrote all The Shadow's comics adventures from 1940 to 1946, yet Gibson's *Shadow Comics* was actually *less* faithful to his own pulp novels, even when he adapted some of them!

To understand this bizarre circumstance, you have to understand that Street & Smith enjoyed a long, honorable reputation as a publisher of dime novels and literate pulps. They considered the comic-book phenomenon, as represented by *Superman*, *Batman*, and *Captain Marvel*, merely a fad, sales notwithstanding.

When comics became so hot that S&S couldn't avoid entering the field, none of the savvy pulp editors wanted to touch the comics line, so S&S hired outside people to package them. By the time S&S decided on their first title, *Shadow Comics*, The Shadow pulp was almost a decade old and showing its age a little.

But the radio Shadow, introduced as a character in 1937 when Orson Welles inaugurated the role, was the hottest thing on the air. More people heard the show than read the pulp, so naturally the public at large expected The Shadow they knew from the Sunday night broadcasts when they picked up a copy of *Shadow Comics*.

This created some problems for Walter Gibson. *His* Shadow was really a World War I spy named Kent Allard, who wore black to blend into the shadows, liked to blast criminals into oblivion with twin .45 automatics, and sometimes pretended to be a millionaire named Lamont Cranston. But on radio, The Shadow *was* Cranston, and he used hypnotic powers to "cloud men's minds" and make himself truly invisible, avoiding gunplay. He also had a lady sidekick created especially for radio, named Margo Lane.

At first, Gibson tried to write the comic as much like his novels as possible, but he was under increasing pressure to conform to the radio conception. As a result, nowhere in the entire run of *Shadow Comics* will you find Kent Allard's name mentioned. The Shadow was Cranston. Eventually, Margo Lane was brought into the comic, as well as into the pulp.

At first, Gibson stayed away from the hypnosis and invisibility gimmick, and The Shadow kept his trusty guns. But Street & Smith wanted an invisible Shadow. They experimented with several approaches, at one point rejecting the wild idea of printing The Shadow

*The Paul Reinman cover for Archie's* ***The Shadow*** *#1 reflected the original concept — but the interior did not.*

ARCHIE SERIES
THE SHADOW
12¢
AUG.
WHO KNOWS WHAT EVIL LURKS IN THE HEARTS OF MEN... ONLY THE SHADOW KNOWS!
ARCHIE SERIES
THE SHADOW
12¢
NO. 5
THE DARK AVENGER FIGHTS FOR HIS LIFE AGAINST INCREDIBLE ODDS IN "THE MENACE OF RADIATION ROGUE!"
© 1964 by The Comic Mart Pub., Inc.

*Archie's super-hero-style version of The Shadow was drawn by Paul Reinman in* ***The Shadow*** *#5 (March 1965).*

***The Shadow*** *#6 (August-September 1974) from DC was a forerunner of today's ninja stories and was the last of the stories done by Mike Kaluta.*

*Art on* ***The Shadow*** *#7 was done by Frank Robbins.*

figures in invisible ink! (The text page would have instructed readers on the use of the proper chemicals to make The Shadow appear.) Finally, they hit upon the idea of using a surprint, a process which recently has come back into wide comics use. Whenever The Shadow became invisible, he was drawn as a nebulous blue image.

Gibson enjoyed writing the comic, but he didn't take it seriously. To him, the real Shadow appeared in the pulp title. So Gibson freely borrowed from his novels, making no attempt to interweave the respective continuities. Sometimes he adapted his novels, introducing Cranston and Margo where they hadn't appeared before. Often, he wrote new scripts.

***After a few years, he realized it was easier to resurrect old pulp villains and write new stories around them, so a host of deceased Shadow adversaries took on four-color life.***

After a few years, he realized it was easier to resurrect old pulp villains and write new stories around them, so a host of deceased Shadow adversaries took on four-color life. These included his greatest foe, Shiwan Khan, the notorious descendant of Genghis Khan; Thade, from the novel *The Death Giver*; and Gibson's most bizarre pulp villain, Monstradamus, from *The Devil Monsters*. Monstrodamus controlled a variety of prehistoric and mythological creatures and was perfect for comics. A Japanese spy (named Devil Kyoti) and Solarus the Space Master were recurring villains especially created for *Shadow Comics*.

As great as Gibson was in the pulps, his comics were uninspired and utilitarian. Plot was everything, and characterization was limp. He was supported by a battery of largely undistinguished artists, including William A. Smith, Charles Coll, Al Bare, Jack Binder, and Vernon Greene. Greene was probably the best of the bunch, although he relied on pulp material a great deal. He and Gibson also collaborated on *The Shadow* newspaper strip.

The best and longest of the newspaper-strip stories was an adaptation of *The Sealed Box*, which they laid out in

*In Archie's* ***The Shadow*** *#1 (August 1974), The Shadow (as an agent of the U.S. Secret Service) fought Shiwan Khan.*

"THE VENGEANCE OF THE SHADOW!"
MURDER! CAN IT BE A POLICE SCAM BETWEEN THEM?
YES...I WAS SURPRISED BY SHIWAN KHAN AT!
THE END OF A BEAUTIFUL FRIENDSHIP! BUT YOU SAVED THE WORLD, ANY WAY!
NOT QUITE! I'M NOW CAPTURED BY A BODY OF AMBULANCES!
HIRED BRAIN...
HUH? YOU'RE HIRED?
THE SHADOW NEVER FAILS!
© 1973 by National Periodical Publications, Inc.

*Denny O'Neil and Mike Kaluta restored The Shadow and Margo to the feel of the pulps, complete with an autogyro, in* ***The Shadow*** *#1 (October-November 1973).*

comics-page format for *Shadow Comics* #7. When they reprinted a sequence involving a girl named Valda, who dressed in a skintight cat costume, the Bell Syndicate reportedly threatened to sue over what it perceived as a ripoff of its *Miss Fury* strip. According to reports, it dropped the suit when Gibson pointed out that Valda's original appearance predated *Miss Fury*.

In 1946, Gibson left Street & Smith in a contract dispute. A young writer named Bruce Elliott took over his writing chores on the comic and pulp. At the same time, a new artist landed the strip. His name was Bob Powell and, although he only worked on the last four years of *Shadow Comics*, he is the artist most associated with the series. Together, Elliott and Powell edged closer to the radio show, frequently adapting the best episodes when not writing new stories.

One of their best efforts was a version of the classic radio episode, "Spider Boy," about a lonely boy who lived in an attic with his friend, a huge spider. Problems arose when he tried to snare a girlfriend by copying the spider's ways. An effective demi-fantasy on radio, it lost none of its effectiveness in translation.

*Shadow Comics* was Street & Smith's only truly successful comics title. It ran 101 issues, until the company killed its entire pulp and comics lines in 1949. A few years later, the radio show went off the air. But not for long. In the early Sixties, thanks to Walter Gibson and the man who controlled the radio rights, Charles Michaelson, *The Shadow* returned to the airwaves in nostalgic reruns. Such are the vagaries of nostalgia that only eight years had elapsed between the death of the series and its revival.

***One of their best efforts was a version of the classic radio episode, "Spider Boy," about a lonely boy who lived in an attic with his friend, a huge spider.***

At the same time, Gibson also attempted to resurrect his Shadow novels. He wrote a new one, *Return of The Shadow*, for Belmont Books in 1963, to launch a series of reprints. Belmont instead decided to go with an updated Shadow designed to reflect, once again, the radio incarnation and hired mystery writer Dennis Lynds as the new "Maxwell Grant." Lynds wrote eight novels, some of which owed more to *The Man from U.N.C.L.E.* than anything else.

Because Belmont Books owned Archie Comics, Belmont assumed it had comic-book rights to The Shadow, too. So in 1964, Archie launched its four-color version. It was an amazing comic. Really.

The first issue sported a moody Paul Reinman cover depicting a slouch-hatted Shadow holding his cloak up to his famous nose, looking even more menacing than Shiwan Khan and his agents, who were stalking him down a *film noir* street. So what if Khan was bald and dressed like a refugee from a French spy flick and The Shadow's cloak was a muddy green? The concept was authentic.

NOW...
SEE THE MIGHTY SHADOW BATTLE CRIME-FIGHTER CLASH WITH THE MYSTERIOUS MARK-ESSON AS HE STRIVES TO SOLVE THE FREAK SHOWN MURDERS!
WHO KNOWS WHAT EVIL LURKS IN THE HEARTS OF MEN?
THE SHADOW KNOWS!
© 1973 by National Periodical Publications, Inc.

*DC's Batman encountered The Shadow in* ***Batman*** *#253 (November 1973).*

*E.R. Cruz handled the art for* ***The Shadow*** *#11, in which The Shadow met another Street & Smith pulp hero, The Avenger.*

© 1975 by National Periodical Publications, Inc.

But the stories inside — "The Shadow vs. the RXG Spymaster" and "The Eyes of the Tiger" were anything but authentic. They didn't exactly copy the Dennis Lynds novels, but the same James Bond flavor was there.

The premise was this: Millionaire Lamont Cranston and his secretary, Margo Lane, were agents of the U.S. Secret Service but responsible to Ralph Weston of the C.I.A. In the pulps, Weston had been New York's police commissioner. Shrevvy, the friendly cabbie of radio days, now chauffeured Cranston around in a Rolls Royce.

Cranston, as drawn in the bright, immaculate style of John Rosenberger (best known for his work on *The Fly* and *The Jaguar*), was portrayed as a sort of blond Clark Kent, invariably dressed in a blue business suit and glasses. When he became The Shadow, off came the trick specs and on went a very short blue cape. No slouch hat concealed Cranston's yellow hair, and his nose was anything but hawklike. But he did blend with the shadows in the traditional way — never mind that those shadows were black while he was blue — and he resorted to hypnosis only for mind-control.

The second issue was more of the same, except the cover showed a blond super-hero swooping down on Shiwan Khan. It had nothing to do with the main story, a crisp but unfortunate tale of Shiwan Khan's attempt to blackmail defenseless Red China with an H-bomb — unfortunate because Red China exploded its first bomb about the time the issue appeared. With the third issue, Cranston's hair was black, and he had traded in his cape for the costume inexplicably premiered on the earlier cover. Paul Reinman also became the permanent artist.

Dressing The Shadow as a super-hero is ridiculous on the face of it, but the costume Reinman — or whoever — designed for him was a dud. It consisted of the standard shirt and tights, colored in the drabbest blue imaginable, set off with dull green boots, gauntlets, and shorts apparently borrowed from Captain America. A green cape with blue mask attachment like the original Shield's completed the ensemble. (The mask was green in just about every other issue.)

No explanation was given for the costume change. In fact, you had to read a serialized text page to get The Shadow's origin, which had nothing to do with the real Shadow. Otherwise, this issue, featuring "Shiwan's Khan's House of Horrors," is another crisply scripted espionage yarn. The writer is unknown. He may have been Superman co-creator Jerry Siegel, who definitely executed the scripts from issue #4 on, in the "ultra-hero" style of his *Mighty Crusaders* series, or more probably Jaguar-creator Robert Bernstein.

***Archie's Shadow was pretty weak stuff. It was marked by drab art, awful scripts, and silly gadgets.***

Archie's Shadow was pretty weak stuff. It was marked by drab art, awful

scripts (Shiwan Khan to an underling: "Follow my radioed instructions explicitly! Be savage! Merciless! Steal millions, billions, trillions!" Underling: "And to think my high school annual predicted I'd become a pharmacist!"), and silly gadgets. The Shadow acquired his multi-purpose Shadow gun (it fired whatever the script-writer needed that day), boot springs for jumping, and a Danger Room like the X-Men's. Somehow, Cranston found himself working for C.H.I.E.F. (Command Headquarters, International Espionage Forces) instead of the C.I.A.

But the worst part was the series' utter monotony. The Shadow tangled with Shiwan Khan in the first three issues. In the next four, he had to contend with his arch-nemesis and other villains like Dr. Demon, The Radiation Rogue, Attila the Hunter, and The Brute.

In the last issue, Khan stepped aside while all the others returned in "The Game of Death," assisted by two pseudo-Marvel villains, The Insidious Elasto and The Diabolical Demensionoid.

It began with The Shadow's discovery of a man being mugged on a New York street, apparently by a green alien. "I doubt if that's a genuine alien," The Shadow thought, "The use of his fists, instead of some fantastic weapon is a dead giveaway!" The Archie Shadow's deductive powers weren't exactly keeping Batman up nights, worrying about the competition. The rest of the story was no better.

Whatever possessed the Archie editors to turn The Shadow into a superhero may be beyond human understanding, but they paid for their temerity. *The Shadow* lasted only eight issues. That's seven more than might have been the case, actually.

When DC beat Marvel in a dead heat for rights to the Master of Darkness in 1973, events didn't run smoothly either. Originally, Len Wein was to script the book, and DC began negotiating with James Steranko, whose cinematic approach to *Nick Fury, Agent of S.H.I.E.L.D.* and stunning covers for Pyramid's Shadow paperbacks made him the perfect choice for artist. But negotiations fell through, and the project next fell into the hands of Denny O'Neil and Alex Toth, but changes didn't stop there.

Finally, DC formally announced the team of Denny O'Neil and Berni Wrightson. A Wrightson teaser ad appeared in DC's other titles, whetting fandom's collective appetite, but when the first issue appeared, Wrightson was out, replaced by Michael W. Kaluta, who was fresh from his first major comics assignment, DC's adaptation of Edgar Rice Burroughs' *Carson of Venus*.

***O'Neil and Kaluta went to great pains to evoke the mood of The Shadow and his Depression-era New York City, even to emulating the painted pulp covers on the first four issues.***

O'Neil and Kaluta went to great pains to evoke the mood of The Shadow and his Depression-era New York City, even to emulating the painted pulp covers on the first four issues. Their Shadow was a cold, calculating man of mystery who fought sleazy criminals more often than he battled super ones.

O'Neil created some memorable antagonists in the scummy gang-leader, Joey Lyce, of issue #7 ("The Night of the Beast," and General Sodom from #5 ("Night of Neptune's Death").

Kaluta's richly detailed panels invested The Shadow's milieu with a gritty verisimilitude. Sometimes, it was *too* gritty, even for The Shadow. Kaluta's early work suffered from an unnerving unevenness of quality. When he was good, he was great, but sometimes his pen lines showed a crudeness usually associated with underground cartoonists.

Critical reaction to the early issues of *The Shadow* ignored such lapses and applauded the creative team's ability to at last bring the *real* Shadow to the comics. Certainly, it seemed as if they

*The late Victor Jory, best known for his portrayal of the plantation overseer in **Gone with the Wind**, played The Shadow in the movies.*

*Frank Hamilton recaptured an actual* ***Shadow*** *cover — with Walter Gibson's face superimposed on the mask.*

had. The Shadow looked like the original, right down to the hawk nose and fire opal ring, although they lifted the red scarf from later, less accurate, pulps. He was in his correct time period. He even flew an autogyro.

More to the point, O'Neil and Kaluta dispensed with the whole mind-clouding gimmick, although The Shadow remained hypnotically adept, and reinstated the Gibson premise that The Shadow operated a cell of secret crime-busting agents. Margo Lane was one of them, as was cabdriver, Shrevvy. The Shadow's chief agent, Harry Vincent, also belonged, as did Burbank, a mechanical genius and communications expert.

But the interpretation of these authentic characters was something else. For instance, Harry Vincent was depicted as a tough, hardboiled womanizer. He had not been. Walter Gibson's Vincent was a clean-cut, likable chap, the kind you'd pick to be your best man.

***The Shadow looked like the original, right down to the hawk nose and fire opal ring, although they lifted the red scarf from later, less accurate, pulps. He was in his correct time period. He even flew an autogyro.***

While it doesn't come across in the comic, Kaluta was once quoted as remarking that The Shadow used Margo Lane as sexual bait, and that her primary purpose was to sleep with possible informants. Nothing could be further from the truth. Margo's function had been to operate in high society, to which she belonged. In some pulp novels, she acted a lot like *Lois Lane*, especially when she suspected Cranston is The Shadow.

DC's Shrevvy was pretty much on the mark, as was Burbank, who tended to be an anonymous character. The only jarring note to Kaluta's Burbank was the modified jeweler's loupe he wore throughot the series. It made no sense. Kaluta drew him that way in one scene in the first issue, and O'Neil was so taken by the visual touch he insisted the loupe remain.

Obviously, neither writer nor artist read any great number of Shadow novels in preparation for the series — or were committed to being faithful to them if they did. Nor should they have. Pulp novels don't necessarily make for good comics — although they did adapt one novel, *The Freak Show Murders*, and it made a literate, fast-paced second issue. But it's interesting that the perception at the time was that DC's Shadow was the real thing, despite the frequent use of the "Weed of Crime" line which was the exclusive property of the radio Shadow.

The irony of DC's Shadow was that it borrowed ideas from so many sources — the pulps, the radio and elsewhere — and made the whole amalgam work. A later script ("The Night of the Falling Death") a fill-in issue written by Mike Uslan, actually lifted the opening to one of the radio episodes, "Death Stalks the Shadow."

But it was the appearance in comics for the first time of The Shadow's true identity, Kent Allard, in issue #8 ("The Night of the Mummy") which betrayed the primary inspiration for Denny O'Neil's version of the Master of Dark-

Allard briefly appeared as a mustached pilot-explorer in this issue and (while it was not explicitly stated that Allard is The Shadow) for the first time in comics it was made clear that Cranston was *not* really The Shadow, and the real Cranston made a brief appearance.

This was a weird twist, because Cran-

***For the first time in comics it was made clear that Cranston was not really The Shadow, and the real Cranston made a brief appearance.***

## The Cost of Collecting:

| | Good | Fine | Mint |
|---|---|---|---|
| **BATMAN** | | | |
| Spring, 1940-Present | | | |
| National Periodical Publ./Detective Comics/DC Comics | | | |
| 253 | .70 | 2.00 | 4.00 |
| 259 (100 pg. issue) | .25 | .70 | 1.40 |
| **DETECTIVE COMICS** | | | |
| March, 1937-Present | | | |
| National Periodical Publications/DC Comics | | | |
| 500 ($1.50, 72 pgs.) Walter Gibson text Shadow story | .30 | .80 | 1 60 |
| **SHADOW, THE** | | | |
| Aug, 1964 — No. 8, Sept. 1965 | | | |
| Archie Comics (Radio Comics) | | | |
| 1 | .70 | 2 00 | 4.00 |
| 2-8 | .35 | 1 00 | 2 00 |
| **SHADOW, THE** | | | |
| Oct-Nov, 1973 — No. 12, Aug-Sept, 1975 | | | |
| National Periodical Publications | | | |
| 1-Kaluta-a begins | .30 | .90 | 1.80 |
| 2 .50 | | | 1.00 |
| 3-Kaluta/Wrightson-a | .25 | .75 | 1.50 |
| 4, 6-Kaluta-a ends | | .50 | 1.00 |
| 5, 7-12; 11-The Avenger (pulp character) | | .30 | .60 |
| NOTE: Craig a-10. Cruz a-10-12, Kaluta a-1-4, 6; c-1-4, 6, 10-12. Rubert c-9. Robbins a-5, 7 9 | | | |
| **SHADOW COMICS** | | | |
| March, 1940 — V9 No. 5 (No. 101), Aug-Sept, 1949 | | | |
| No. 101, Nov, 1950 | | | |
| Street & Smith Publications | | | |
| V1No.1-Shadow, Doc Savage, Bill Barnes, Nick Carter, Frank Mer nwell, Iron Munro, the Astonishing Man begin | | 57.00 | 170.00 360.00 |
| 2-The Avenger begins, ends No. 6; Capt. Fury only app. | | 28.00 | 85.00 180.00 |
| 3 (nn-5/40) Norgil the Magician app. (also No. 9) | | 24 00 | 70.00 150.00 |
| 4, 5: 4-The Three Musketeers begins, ends No. 8, 5-Doc Savage ends | | 20.00 | 60.00 130.00 |
| 6-9: 7-Origin & 1st app. Hooded Wasp & Wasplet; series ends V3No. 8 | | 15.00 | 45.00 90.00 |
| 10-Origin The Iron Ghost, ends No. 11; The Dead End Kids begins, ends No. 13 | | 15.00 | 45.00 90.00 |
| 11-Origin The Hooded Wasp & Wasplet retold | | 15.00 | 45.00 90.00 |
| 12 | | 12.50 | 37.50 75.00 |
| V2No.1, 2 (11/41) | | 10.00 | 30.00 60.00 |
| 3-Origin & 1st app. Supersnipe; series begins | | 10.00 | 30.00 60.00 |
| 4, 5: 4-Little Nemo story | | 8.50 | 25.00 50.00 |
| 6-9: 6-Blackstone the Magician app. | | 7.50 | 22.50 45.00 |
| 10-Supersnipe app | | 7.50 | 22.50 45.00 |
| 11, 12 | | 7.50 | 22 50 45.00 |
| V3No.1-12. 10-Doc Savage begins, not in V5No5, V6No.10-12, V8No 4 | | 6.35 | 19.00 38.00 |
| V4No 1-12 | | 5.50 | 16.00 32.00 |
| V5No.1-12 | | 4.35 | 13.00 26.00 |
| V6No 1-11; 9-Intro. Shadow, Jr. | | 4.35 | 13.00 26.00 |
| 12-Powell-a | | 7.00 | 20.00 40.00 |
| V7No.1, 2, 4, 5, 7-10, 12: 2-5-Shadow Jr. app.; Powell-a | | 7.00 | 20.00 40.00 |
| 3, 6, 11-Powell c/a | | 7.50 | 22.50 45.00 |
| 10 (1/48)-Flying Saucer issue: Powell c/a | | 7.50 | 22.50 45.00 |
| V8No.1-12-Powell-a | | 7.00 | 20.00 40.00 |
| V9No.1, 5 (No.101)-Powell-a | | 6.00 | 18.00 36.00 |
| 2-4-Powell c/a | | 7.00 | 20.00 40.00 |

NOTE. Powell art in most issues beginning V6No.12.

ston was supposed to be a millionaire explorer, and Allard, who did not wear a mustache, was a war hero. So where did O'Neil's Allard come from? He came from Dennis Lynds' Belmont novels, where Allard was a limping, mustachioed explorer!

O'Neil also apparently picked up the "Weed of Crime" line from Lynds' work, as he did his version of The Shadow's sanctum. As Gibson saw it, the sanctum was in a New York basement, and only The Shadow knew where it was. But O'Neil placed it on the upper floors of a skyscraper, where The Shadow's agents congregated under the chill blue light, exactly as the updated Lynds novels had it.

I suppose O'Neil can be forgiven for not realizing the spurious nature of those books. After all, he wrote some great scripts for this short-lived series. One of the best was "The Kingdom of the Cobra," in issue #3, in which The Shadow infiltrated a state prison taken over by inmates led by the greasy King Cobra. Captured, The Shadow was led to the electric chair, only to blast his way clear with a Tommy gun. This issue was inked by Berni Wrightson, who finally got his crack at the character, and Wrightson's smooth inks were the perfect counterpoint to Kaluta's scratchy pencils. It was too bad they never again collaborated on *The Shadow*.

After four issues, Kaluta got hung up while producing a story, and the fifth issue was a fill-in by Frank Robbins, whose cartoony, but technically accurate, style caused fits among readers loyal to Kaluta's version.

Then, in issue #6, came Kaluta's magnum opus, "Night of the Ninja." It was the forerunner of the whole Frank Miller *Daredevil*/ninja/*Ronin* craze as The Shadow prowled his favorite pulp haunt, Chinatown, in search of a ninja assassin. This was almost the perfect Shadow comic — and the perfect villain for The Shadow, whose methods, according to Walter Gibson, were inspired by the true ninjas, among others.

Unfortunately, "Night of the Ninja" was the last O'Neil/Kaluta issue. While fandom howled in anguish when Frank Robbins returned in "The Night of the Beast," their cries unfortunately drowned out most of the appreciation that this story should have garnered. "The Night of the Beast" was the bitter-sweet story of a love triangle composed a beautiful actress, a vicious gangster, and the human travesty who tries to protect one from the other. It was a touching story, possibly O'Neil's best Shadow script, and Robbins' art was the product of a conscientious, if unappreciated, craftsman.

The final three issues saw a new artistic look to *The Shadow*. E.R. Cruz took over with number #10 and turned out work that resembled that of Mike Kaluta — who continued to do the covers — but lacked Kaluta's obvious emotional investment and attention to period detail. The most interesting of the three was "The Night of the Avenger" in #11, where The Shadow and his agents tangled with The Avenger, another Street & Smith pulp hero, and his aides.

There were too many characters running loose for this story to come truly to life, especially when scripter Michael Uslan threw in Shiwan Khan as the prime antagonist, now restored to his full Fu Manchu-like glory. This issue was really just a plug for DC's *Avenger* comic, which, like *The Shadow*, died after a handful of issues.

All told, the DC *Shadow* lasted only 12 issues, including two appearances in *Batman*. In the first of these, "Who Knows What Evil—?" (*Batman* #253), Batman met the now-retired Shadow and confessed he was inspired by the older crimefighter's exploits — which is just a way of acknowledging the debt Batman co-creator Bill Finger owed to Walter Gibson.

When DC cancelled its Shadow revival, that seemed the end of the Knight of Darkness' four-color exploits, but only a few years later Fantagraphics announced a Shadow graphic novel to be written by Harlan Ellison and illustrated by Mike Kaluta. It was to have been called *Dragonshadows*, the cover was printed in various fanzines, but Ellison never turned in the script, and the rights lapsed.

It seemed as if The Shadow was destined to fade into the darkness of the past. But now, Universal Studios has announced a multi-million-dollar Shadow film slated for 1985 and as a result, negotiations are again in progress to get the rights to the most famous pulp hero of all.

If and when the character is revived, it's certain that The Shadow will have a better shot at success. He was a popular comics character among fans when fans made up the minority of newsstand sales. Now, with direct distribution and a network of fan-supported comics shops composing the bulk of comics circulation, The Shadow can't help but win. Or, as Denny O'Neil used to write at the end of his scripts: "The Shadow *never* fails!"

# PEP

# THE MLJ STORY PART III

*By Ron Goulart*

A month after launching *Top-Notch*, MLJ introduced its third new title. *Pep Comics*, with the liveliest name so far and a January 1940 cover date, boasted two super-heroes in its initial lineup. One was billed as a "G-Man extraordinary," the other as "the most astonishing man on the face of the Earth."

The magazine wouldn't introduce its most successful character for almost another two years, a redheaded, buck-toothed lad who was destined to topple all the MLJ heroes and even cause the publisher to change its name to his. In those fool's paradise years before his ominous advent quite a few heroes, costumed and otherwise, flourished in the four-color pages of *Pep Comics*.

***The magazine wouldn't introduce its most successful character for almost another two years, a redheaded, buck-toothed lad who was destined to topple all the MLJ heroes and even cause the publisher to change its name to his.***

The star of the new magazine was The Shield. The first red-white-and-blue super-patriot in comics, he paved the way for such later star-spangled heroes as Uncle Sam, Minute Man, and Captain America. Irving Novick was the artist, Harry Shorten the scriptwriter on these adventures of the extraordinary G-Man. In everyday life, redheaded Joe Higgins worked as an FBI agent and the only person who knew of his alternate identity was J. Edgar Hoover himself. Hoover appeared in the early episodes to send The Shield out on his spy-smashing missions.

*Harry Lucey drew the Hangman story in* **Pep** *#28 (June 1942).*

Initially, we were told that Higgins' super-powers came from his uniform. "This uniform, of his own secret construction, not only is bullet and flame-proof but gives him power to perform extraordinary feats of physical daring and courage. Wearing his shield, he has the speed of a bullet and the strength of

a Hercules. With these powerful forces, he shields the U.S. Government from all enemies. The four white stars on the field of blue signify to what he has devoted his life — truth, justice, patriotism, and courage."

In the spring of 1940, over in *Detective Comics*, Batman took on Robin the Boy Wonder to assist him in his war on crime. This precipitated a mini-trend among his costumed contemporaries, and soon many of them were picking up youthful sidekicks, too. The Shield got his in *Pep* #11 (January 1941) in the person of a redheaded lad named Dusty the Boy Detective. The new team devoted their next several months to combatting a master criminal and super-saboteur known as The Vulture. A cloaked, pointy-eared chap, he was especially fond of plunging daggers into his victims. Though he'd commenced his crime career with pink flesh, The Vulture showed up green in later issues. It added nothing to his charm.

With the coming of the Second World War the exploits of The Shield and Dusty grew bloodier and more violent. The Axis villains they started confronting were especially bloodthirsty. There was a vicious Nazi called The Strangler, an even more rotten Japanese known as The Fang, and, worst of all, The Hun.

While all this was going on Novick was also adding quite a few "Good Girl Art" touches: Upthrust bosoms, bondage, stocking tops, etc. Earlier, in the midst of the Shield's second year, the artwork had changed quite a bit. There were now more action, more odd angle shots, and improved anatomy. Most of this new flamboyance was due to the hiring of the unsung Pierce Rice to pencil the strip. The Shield hung on in *Pep* until #65 (January 1948). His later returns and reincarnations are beyond the scope of this piece.

GERMAN SPIES GOT HIM IN THE LAST WAR AND WHILE HE LAY DYING IN A HOSPITAL, I WAS SUMMONED TO HIS BEDSIDE. HE GASPED THE SECRET FORMULA INTO MY EAR...!
FOR YEARS I WORKED TO PERFECT THAT FORMULA TOILING, EVER TOILING...
FOR ME THERE WAS NO REST...ONLY A CONSTANT SEARCH... THEN ONE NIGHT, I OPENED A MEDICAL BOOK...
EX.RUM. THE SPINAL CENTER
HEART
INNERVATION...
SUPPLY, THE SOURCE OF HUMAN STRENGTH...
EYES. POWER OF SIGHT
LUNGS. CONTROL OF RESPIRATORY
DERMA... THE SKIN
NOW I KNEW ON WHICH PARTS OF THE BODY TO RUB MY FORMULA NOTICE THE FIRST LETTERS OF EACH WORD SHIELD
MY FIRST TEST OF STRENGTH-SUCCESS...
BULLETS COULD NOT PENETRATE MY SKIN!
NOR HEAT SEAR MY BODY
© 1984 by Archie Comics

*In **Pep** #29, Irv Novick drew the new version of the Shield's origin.*

*Pep*'s other pioneer super-hero was The Comet, written and drawn by Jack Cole. Not one of the other new features in the magazine opened as exuberantly as his. Cole's splash panel shows the brightly costumed hero whizzing across the night sky and nearly flying off the page. Cole was also the only one to provide his own blurb — "Smash adventures of the most astonishing man on the face of the Earth." Even in those days, when supermen were proliferating like mushrooms in a damp cellar, The Comet was rather unusual. For one thing he killed people, lots of them, and usually with glee. That might not seem odd in these days of splatter comics, but back then it was.

John Dickering is a young scientist who discovers "a gas that is fifty times lighter than hydrogen." He finds that "by injecting small doses of the gas into his bloodstream, his body becomes light enough to make leaps through the air!" Never mind what may happen if a strong wind comes up. Dickering further discovers "that the gas accumulates in the eyes and throws off two powerful beams — these rays, when they cross each other, cause whatever he looks at to disintegrate completely!!!" Glass is the only thing these cross-eyed rays won't penetrate, so young Dickering fashions a glass shield to wear and, while he's at it, a costume as well. The outfit is red-black-and-yellow with stars and cresent moons all over the tunic, making him look something like a streamlined Merlin. "Thus is born THE COMET!"

In his maiden adventure, The Comet goes after a gang who are using typhoid fever germs to run a murder-for-insurance racket. When he catches up with the underlings, he lifts his visor and announces grimly, *"Prepare to face your maker!"* And then "amid screams of terror, the cruel murderers melt into nothingness!" Next, The Comet grabs the Big Boss and flies high above the gentlemen's stately suburban home. The villain pleads to be let down and The Comet says, "As you wish, doctor! The world has too many of your kind

Archie
BY MONTANA
NOW THAT ARCHIE IS PRESIDENT OF THE SENIOR CLASS, HIS FIRST PROBLEM IS THE ARRANGEMENT OF THEIR DANCE. HOWEVER ARCHIE BELIEVES IN MIXING PLEASURE WITH BUSINESS AND WE FIND HIM IN THE "CROWN" ICE CREAM PARLOR WITH BETTY AND JUGHEAD, PLAYING THE JUKE BOX.
BOY, THAT BENNY KING'S BAND IS REALLY SOLID! THEY'RE MY FAVORITES!
YEAH! MINE TOO! GET A LOAD OF THE HOT TRUMPET IN THE NEXT CHORUS!
YOU KNOW ARCHIE, BENNY KING AND HIS BAND ARE PLAYING OVER IN WESTBROOK AT THE LA FRANCE HOTEL!
THAT'S IT!! THAT'S THE BAND FOR OUR DANCE! I'M GOING RIGHT OVER TO WESTBROOK AND SIGN HIM UP!
WHAT?
© 1984 by Archie Comics

*One of Bob Montana's early Archie stories appeared in* ***Pep*** *#28 (June 1942).*

already!!" and drops him.

Cole produced three more episodes of The Comet saga before going on to other things. In his final sequence Cole, who'd grown up in the mining country of Pennsylvania, had his vindictive hero deal with a crooked mine owner whose workers were being stricken with silicosis because of poor working conditions. The sneaky owner ended up exploding, which showed what happened if you tried to toss a stick of dynamite at The Comet. In those distant days before relevence had been invented, there were comic-book heroes who dealt, albeit in vigilante style, with social issues and working-class problems. Cole drew several such. After Cole's departure, The Comet toned down some. Bob Wood drew him for a spell, then Lin Streeter. The Comet's violent beginnings eventually caught up with him, however, and, as we'll see shortly, he became the first super-hero to get killed in the line of duty.

The Press Guardian started his career as a costumed hero and then, in *Pep* #2, became one of those fellows, like The Spirit and Midnight, who fought crime clad in fedora, business suit, and face mask. He also changed his alter-ego name. For his first adventure he was a reporter named Flash Calvert, who donned a winged costume and fought the enemies of the free press as The Falcon (don't ask me why the strip was called "The Press Guardian" instead of "The Falcon").

As of his second go-round, with the talented Mort Meskin taking over the drawing, PG was "Perry Chase, playboy son of the publisher of the *Daily Express*." His early exploits involved tackling a bund that resented the way the *Express* was reporting the activities of their dictator and were out to destroy the paper. Since that was 1940 and we were not yet at war with anybody, the dictator's name was Von Krasner and his country was Moronia. Looking back now, it's difficult to imagine a time when publishers were unwilling to risk offending Hitler and Nazi Germany. After defusing the bund, The Press Guardian went after graft and other forms of civic corruption.

As mentioned in an earlier installment, Meskin was an excellent artist as well as an inventive and audacious one. His pages, like those of Cole, stand out in these early issues. Despite the impressive artwork, though, the feature was not a hit, and The Guardian hung up his crimson mask, green suit, and green chapeau after issue #11. Possibly the fact that he had a name better suited to a newspaper than to a crime fighter had something to do with it.

*Pep* filled the other berths in its early issues with detectives, military personnel, a prizefighter, and a Flash Gordon surrogate. Fu Chang was a Chinese private investigator based in San Francisco's Chinatown. A handsome, dapper young fellow, he was aided in his investigations by a set of magic chessmen. "The chessmen possess all the magic powers of Aladdin's lamp and are responsible for Fu Chang's spectacular solutions of great international mysteries."

The other resident crime-solver was Bentley of Scotland Yard. His cases were almost as bizarre as those his Chinese counterpart handled. A quick glance at the titles of some of the inspector's cases will give you a notion of what he had to cope with month after month — "The Hunchback Horror," "The Tarantula Terror," "The Congo Curse," "The Vampire Murders," "The Man-Monster of London." Joe Blair, who wrote the stories, had obviously fallen under the spell of Ellery Queen and he halted each gruesome yarn on the penultimate page to issue a challenge to the reader. "Bentley knows who is responsible for the sinister doings . . . Do *you* know who he is?" The names off all the suspects followed and you had to check one. Pretty intellectual stuff for a 1940 comic book.

***Joe Blair, who wrote the stories, had obviously fallen under the spell of Ellery Queen and he halted each gruesome yarn on the penultimate page to issue a challenge to the reader.***

The Midshipman was a sedate feature that dealt with Lee Sampson, a clean-cut lad who attended the U.S. Naval Academy and typified "the American ideal of patriotism and intelligence." MLJ seems to have had a difficult time getting artists to stick with this one; they kept jumping ship. During his 16-issue career, The Midshipman was rendered by, among others, Edd Ashe, Bob Wood, Al Camy, and Mort Meskin.

A somewhat peppier service strip was Sergeant Boyle, drawn by Charles Biro and written by the magazine's editor, Abner Sundell. The premise was simple — "Sergeant Boyle, American college student, joined the British Army to find excitement . . . and he finds plenty!" This was a slam-bang action thing, peppered with wisecracks, and akin to the service comedy-adventure movies Victor McLaglen and Edmund Lowe had made in the Twenties and Thirties (*What Price Glory?* being the best known). It also resembled the Corporal Collins feature Biro was doing for *Blue Ribbon Comics*, except that the red-headed Collins was an American in the French Army.

The Rocket and The Queen of Diamonds was a poor man's *Flash Gordon*, complete with blazing rayguns and roaring rocketships. The hero was a stalwart blond fellow whose working clothes consisted of crimson shorts and a sword-belt. He arrived in the Diamond Empire, which was "the hidden wonder of the world," and eventually teamed up with the beautiful, dark-haired lady who ruled the place. Lin Streeter drew the strip for its entire 12-issue run.

For sports fans, *Pep* offered Kayo Ward. Kayo was in the Joe Palooka mold, a not overly bright guy who dropped his G's and used "youse" in nearly every sentence. As the story unfolded from month to month you saw him go from "obscure steel worker" to heavyweight champ. Bob Wood provided the artwork for a good part of Kayo's ring career.

At the end of its first year in business, *Pep Comics* cancelled several of its second bananas and added some new ones. The Fireball and Danny in Wonderland arrived in #12 (February 1941). Drawn by Harry Lucey, the blue-clad Fireball specialized in suppressing arsonists. "Ted Tyler, a city fireman, has gained the power to control fire as the result of an accident in a chemical factory. He assumes the identity of 'The Fireball' — sworn enemy of all those who use fire for evil purposes."

MADAM SATAN
WELL DONE MADAM SATAN! HEH HEH! WELL DONE INDEED!
BUT TOMNITA IS DEAD! SHE SHOULD BE BURIED!
NO GEORGE! I'LL NOT PUT HER IN A DARK GRAVE! SHE FEARED THE DARK N LIFE... AND I SHALL GIVE HER LIGHT IN DEATH!
ONLY LOVE AND HAPPINESS HAD EXISTED IN THE WORLD FOR THE NEWLYWEDS, TOM AND NITA...AND THEN A SHADOW SLOTTED OUT THIS SCENE OF BLISS...A SHADOW IN THE EARTHLY FORM OF IOLA, IN REALITY MADAM SATAN, THE DEVIL'S MATE.....
© 1984 by Archie Comics

*The voluptuous but evil Madam Satan was drawn by Harry Lucey in* ***Pep*** *#19.*

Although Danny in Wonderland dealt with a boy who wished his way into a magic fantasyland, it wasn't exactly in the cute Disney vein. As noted, the MLJ comics began to grow more violent and sexy at about this time, and Danny's adventures in the land of wonders fit in with the new trend. So you got bloodshed and bosoms along with your wizards, witches, castles, and dragons. The dependable Lin Streeter was the first artist on the feature, followed by Bob Montana and Red Holmdale.

The most unsettling new addition came along in #16 (June 1941). Her name was Madam Satan and she worked for the Devil himself. She was a sultry lady, a dark-haired version of the heartless vamp who haunted the movies in the years between the two World Wars, and she was alarmingly adept at turning innocent fellows into thorough scoundrels. An early caption explained her origin thusly, "The Devil searched far and long for a ally to wreak havoc amongst mortals . . . Then the black, corrupt soul of a beautiful woman, a victim of her own fiendish plan on earth, left its bodily habitation to stand before the king of Purgatory . . . and his search was at an end . . . the Devil had found himself a fitting mate."

Using the sinister name Iola, and donning a slinky satin evening gown, Madam Satin insinuated herself in various lives and set out to corrupt as many men as possible. A typical victim, Carl Jensen, was lured away from his true love and was soon "completely in the toils of the creature of the netherworld, beginning a mad and expensive orgy of merrymaking." All too soon, Carl was goaded into a life of crime. "Shower me with real gifts! Expensive ones," Iola urged her bedazzled victim. "Steal if you must!" After beating up his own father and shooting his real love, Carl finally came to his senses. He saw Iola as she really was, her face a grinning, green skull.

Undaunted, Iola tried next to convince the people of a quiet New England town that a new bride who suffered

from catalepsy was actually a vampire. This sequence, which stretched over two issues, was rich with gruesome images: Iola turning into a vampire bat, Iola sucking the blood from a golden-haired tot, one of her dupes being impaled on the stake meant for the innocent bride. Add to these the many shots of Madam S in a low-cut scarlet gown and the cataleptic newlywed in her flimsy nightdress and you had a pretty heady mixture. Although Iola never quite succeeded in shipping an innocent soul to Hell, she did cause an awful lot of death and destruction in the six issues she was around. The strip was drawn, with obvious relish, by Harry Lucey.

Another bloody strip began in #17. The Hangman was a grim fellow who became a costumed hero in order to carry on the family tradition. His name was Robert Dickering and the Comet (discussed earlier in this article) was his brother. He decided to take up the crimefighter trade when The Comet was killed by gangsters' bullets. Nowadays, with comic-book heroes dropping like flies, the death of one more doesn't have much of an effect, but back in 1941 the demise of The Comet was a unique and shocking event.

***Nowadays, with comic-book heroes dropping like flies, the death of one more doesn't have much of an effect, but back in 1941 the demise of The Comet was a unique and shocking event.***

For his first job, The Hangman went after those responsible for his brother's death. He haunted them with projected images of a gallows, engaged them in hand-to-hand combat, and finally saw that the ringleader was executed on the gallows by the state.

In the final panel, The Hangman looked directly out at the reader and, striking an Uncle-Sam-wants-you pose, warned, "The Comet has died but his spirit lives on . . . in The Hangman! Beware, criminals, you cannot outrun your own conscience . . . nor escape the gallows!"

Another unusual thing about this new feature was the choice of artist. George Storm was in his forties and had been a professional cartoonist since before World War I. His *Bobby Thatcher* was one of the first adventure strips in newspapers, and from the late Twenties to the middle Forties it was one of the most popular in the country. Storm abandoned his kid adventurer in 1937 to go home to Oklahoma to give farming a try. By 1939, he was back in Manhattan and working in the burgeoning comic-book field. Possessor of a loose, quirky style, Storm drew like nobody else and was at his best when handling strips with some humor in them. He created The Whip for *Flash Comics* and also drew Bugs Bunny for the early *Looney Tunes*.

Although impressively versatile, Storm didn't seem quite at home with The Hangman. The stranglings, impalings, and hangings weren't what he was best suited to draw, and he left the feature after four issues. Harry Lucey, who'd warmed up his gruesome side on Madam Satan, took over. Later, Bob Fujitani illustrated The Hangman's vengeful adventures.

Archie slipped rather unobtrusively into the magazine in #22 (December 1941). Yet another redhead, he had only six pages near the back of the book. Bob Montana was the creator of the feature, and his first splash panel showed Archie and Betty barreling along in a red rattletrap of a car. "Hang onto your hats, Riverdale," warned the first caption. "Here comes *Archie* with his first jumpin' jivin' jalopy! Betty Cooper says everything makes noise but the horn . . . and right now she's finding out that the roughest distance between two points is a ride with . . . *Archie*!"

Teen-agers were coming into their own at this period, both as a target for manufacturers and as a source of inspiration for entertainment. Henry Aldrich, the well-meaning but bumbling teen who was the prime inspiration for Archie, had first appeared in 1938 in Clifford Goldsmith's Broadway play *What A Life*. Henry had jumped next to radio, then into movies. Jackie Cooper was the first screen Henry in 1939, and Jimmy Lydon, a less-handsome and more-gawky young fellow, took over in the early Forties.

Montana was obviously influenced by Henry Aldrich and the various other wacky teen-agers who were proliferating in the media. His Archie Andrews leads the same sort of problem-plagued life as Henry, Andy Hardy, and the rest. Like the movies, the strip had pretty girls: One sexy blonde and one sexy brunette who were the poles of Archie's romantic aspirations.

I first encountered Archie when he made his debut and I fell immediately under his spell. It seems likely that a good part of the strip's audience over the years has been made up of kids who haven't yet arrived at their teens.

Montana, too, could work in both the adventure and comedy areas (in *Pep* he even took a crack at Bentley of Scotland Yard). But he was at his best as a big-foot man, and his early Archie work has a charm that was lost forever when the Archie production line started going full speed.

As Archie's appeal grew, *Pep* began dropping the more sobersided characters and replacing them with funny folks. Such strips as Marco Loco, Li'l Chief Bugaboo, Suzie, and Katy Keene nudged out poor Inspector Bentley, The Hangman, and finally, after issue #65 (January 1948), The Shield himself. It was almost nothing but laughs from that day onward.

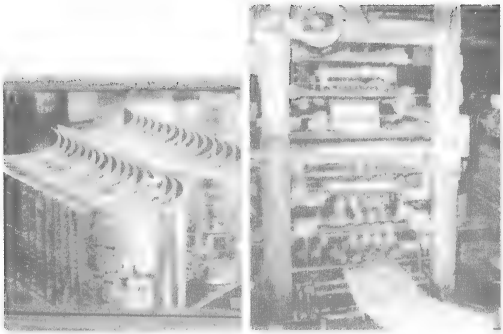
Next time we'll wind up the MLJ saga and meet a fellow who dipped himself in molten metal to become a super-guy, a jungle man who came near to rivaling King Kong in height, and a gent who was fascinated with spider webs before Peter Parker had even figured out how to climb free of his crib.

## *The Cost of Collecting:*

**PEP COMICS**
Jan 1940 – Present
MLJ Magazines/Archie Publications No. 57 on

1-Intro. The Shield by Irving Novick (1st patriotic hero); origin The Comet by Jack Cole, The Queen of Diamonds & Kayo Ward; The Rocket; The Press Guardian (The Falcon # 1 only), Sergeant Boyle, Fu Chuang, & Bentley of Scotland Yard

| | Good | Fine | Mint |
|---|---|---|---|
| | 90.00 | 270.00 | 600.00 |
| 2-Origin The Rocket | 45.00 | 135.00 | 300.00 |
| 3 | 32.00 | 95.00 | 215.00 |
| 4-Wizard cameo | 28.00 | 85.00 | 190.00 |
| 5-Mitchell cameo in Shield story | 25.00 | 75.00 | 165.00 |
| 6-10; 8-Last cole Comet, no Cole art in # 6, 7 | 20.00 | 58.00 | 125.00 |
| 11-Origin, Shield's sidekick begins, last Press Guardian, Fu Chuang | 18.00 | 55.00 | 120.00 |
| 12-Origin Fireball; last Rocket & Queen of Diamonds | 25.00 | 75.00 | 165.00 |
| 13-15 | 18.00 | 55.00 | 120.00 |
| 16-Origin Madam Satan | 25.00 | 75.00 | 165.00 |
| 17-Origin The Hangman; death of The Comet | 60.00 | 180.00 | 400.00 |
| 18-20-Last Fireball | 16.00 | 48.00 | 105.00 |
| 21-Last Madam Satan | 15.00 | 48.00 | 105.00 |
| 22-Intro. & 1st app. Archie, Betty & Jughead (12/41); (also see Jackpot) | 140.00 | 400.00 | 825.00 |
| (Prices vary widely on this book.) | | | |
| 23 | 38.00 | 115.00 | 250.00 |
| 24, 25 | 30.00 | 90.00 | 180.00 |
| 26-1st app. Veronica Lodge | 34.00 | 100.00 | 220.00 |
| 27-30, 30-Capt. Commando begins | 24.00 | 70.00 | 150.00 |
| 31-35, 37-40 | 15.00 | 45.00 | 90.00 |
| 36-1st Archie c | 24.00 | 70.00 | 150.00 |
| 41-50; 41-Archie c begin, 47-Last Hangman solo | | | |
| 48-Black Hood begins (5/44), ends No. 51, | | | |
| 59, 60 | 10.00 | 30.00 | 60.00 |
| 51-60; 57-Time begins, 56-Last Capt. Commando, | | | |
| 59-Black Hood not a costume, Suzie ends 60- | | | |
| Katy Keene begins | 750.00 | 72.50 | 45.00 |
| 61-65-Last Shield, 62-1st app. Li'l Arn | 5.00 | 15.00 | 30.00 |
| 66-80; 66-G-Man Club becomes Archie Club (2/46) | 3.50 | 10.00 | 20.00 |
| 81-99 | 2.00 | 6.00 | 12.00 |
| 100 | 2.50 | 7.50 | 15.00 |
| 101-130 | 1.35 | 4.00 | 8.00 |
| 131-149 | .85 | 2.50 | 5.00 |
| 150, 152, 157, 159-Jughead stories in all | .70 | 2.00 | 4.00 |
| 151, 154, 160-The Fly stories in all | .70 | 2.00 | 4.00 |
| 153, 155, 155, 157-Fly Girl stories in all | .70 | 2.00 | 4.00 |
| 161-167, 169-195, 197-200 | .25 | .75 | 1.50 |
| 168-Jughead app | .50 | 1.50 | 3.00 |
| 196-Beatles on cover | .60 | 1.80 | 3.60 |
| 201-260 | -- | .40 | .80 |
| 261-300; 383-Marvelous Maureen begins | -- | .25 | .50 |



# Where Do Comic Books Come from, Daddy?

*Jim Friel is the manager of the Bud Plant Inc. San Francisco Bay Area Distribution Center. As such, he constantly deals with shipments coming in from printing plants and going out to direct-sales shops. He recently wrote for his customers this article on printers of color comics, and we thought you might find it enlightening. Keep in mind that the shipping times he discusses are shipping times to the West Coast. Shipping times to other dependable comics distributors will vary, depending on the placement of their offices and the area to which they distribute.*

## *By Jim Friel*

Some customers have recently expressed curiosity (or at least confusion) concerning sources and methods of shipping of comic books in the new, drastically expanding direct sales market. Many of the new publishers and most of the older ones are using printers other than Spartan Printing Co., which used to produce virtually all color comics and many of the black-and-white magazines printed in North America.

The following brief essay is an attempt to make the present situation more intelligible to those of you who may not be familiar with it — to provide a scorecard so you can tell who the players are. I'll begin with a list of printers currently producing color comics, with relevant information for each, such as location, publishers using the printer in question, and availability of air shipping to Bud Plant customers at this time.

### *Spartan Printing Co.*
### *Sparta, Illinois*

Also known as World Color Press, or simply "Sparta," this is still by far the largest comic-book printer. Sparta produces all the newsprint and mando paper titles being published by DC, Marvel, and First Comics, as well as all titles currently being published by Archie, JC Comics, and Eagle.

Shipments leave the printer on Thursdays. We usually receive air freight Friday mornings, followed by the regular (truck) shipment of the same titles on Monday afternoon or Tuesday.

A typical week's shipment from Sparta consists of between 15 and 25 titles.

### *Ronald's Printing*
### *Montreal, Quebec, Canada*

Second to Spartan Printing at this time, Ronald's produces most of the white-paper comics published by DC and Marvel, as well as all the color titles from Capital, Eclipse, and Kitchen Sink. DC and First Comics also print their Graphic Novels at Ronald's.

Shipping from Ronald's is erratic, both because of their limited production capacity and because an international border (and most of a fairly large continent) lies between them and us.

Theoretically, however, Ronald's ships on Tuesdays or Wednesdays. We should usually receive air freight on Thursday to Friday, followed by the regular shipment of the same titles from four to eight days later. A typical week's shipment from Ronald's consists of between two and six titles.

### *Associated Lithographers*
### *Phoenix, Arizona*

Associated currently prints all titles published by Pacific Comics.

Shipments usually go out on Wednesday or Thursday. Air freight usually arrives on Thursday or Friday morning, followed by the regular shipment on Monday or Tuesday. Occasionally the regular shipment arrives on Friday, making the air freight redundant.

A typical week's shipping from Associated consists of two or three titles.

### *Carlson Color Graphics*
### *Ocala, Florida*

Carlson prints all Americomics and

Texas Comics titles and will be producing the color titles published by Comico.

They may ship any day of the week, so arrival is unpredictable. Air freight usually precedes the regular shipment by from three to five days.

When all three of the publishers doing business with Carlson begin to make their deadlines, a typical week's shipment is likely to consist of one to three titles.

### *Arcata Graphics*
### *Buffalo, New York*

Arcata prints *Epic Illustrated* magazine for Marvel and some issues of *Marvel Super Special*.

Arcata seems to have no set shipping day, so shipments from them may arrive any time.

Bud Plant Inc. does not currently have any air freight arrangements for books from Arcata.

### *Danner Press*
### *Canton, Ohio*

Danner prints Marvel Graphic Novels, some issues of *Marvel Super Special*, and the occasional Marvel Press book.

Like Arcata, they seem to ship whenever the mood strikes them, so the arrival of books from Danner can occur on any day of the week.

Bud Plant does not currently air freight anything from Danner, but we are considering doing so with Marvel Graphic Novels.

### *Regensteiner Press*
### *Chicago, Illinois*

So far, only *Nathaniel Dusk*, a DC title, has been produced by this printer. As Ronald's printing schedule becomes more crowded by new publishers and new titles from existing publishers, some of the overflow is likely to end up here.

Not enough production has taken place at Regensteiner for a really coherent pattern to emerge (since they have only printed one title, they shipped it by UPS), but air freight seems to precede the regular shipment by only a couple of days.

In addition to the seven printers listed above, we receive shipments from a different source for nearly every small publisher. Aardvark-Vanaheim, Quest Publications, Spectrum Comics, and WaRP Graphics, to use four examples, all use different printers, none of which is used by any of the other publishers listed above. Whether any of the publishers who have announced but not yet issued color comics (Vortex, Graphik, Amazing, Comely) will use new printers or some of those with which we are familiar remains to be seen.

The situation is almost certain to become more complex and potentially confusing and thus more difficult to coordinate. Most magazine and fanzine publishers, of course, also use separate printers — *Heavy Metal* comes to us from Nebraska; *Starlog* magazines from Kentucky; *Cinefex* from Southern California; Fantagraphics, Kitchen Sink, and Dragon magazines from different locations in Wisconsin. Titan Books are imported from England. Marvel Press (books and posters) and DC posters will probably add several more printers to our calculations.

When deciding when to set the cut-off point for invoicing and shipping or delivering each week's shipments, we usually consider only the Sparta and Ronald's shipments. As you can well imagine, waiting for any of the smaller or less predictable orders to arrive might easily cause more lost sales because of delay than could be offset by any potential gain from the additional merchandise.

Some of the above information will probably be obsolete next week — things in direct-sales publishing change that quickly. So bear in mind when talking to us that questions such as "When are the comics arriving?" and "Are comics on time this week?" are no longer meaningful questions, unless you're ready for a 15-minute rundown of all the shipments from various sources.

# SOME COMIC SERVICES CLAIM THA

## THEY'RE WRONG!

**SOME HISTORY** We are back! STYX COMIC SERVICE was the first major comic service to advertise in the fanzine media years ago. We built a loyal following and became the largest comic service of its kind up to 1981. During that year the disastrous postal strikes really put a kibosh on us. Since that time we have been healing our wounds, but we've never ceased service. And during the long hiatus we've made innumerable changes and improvements in the comic service. We're even BETTER than I was! We're back, and we're not going to disappear in the future!

**WHAT SERVICES DO WE OFFER?** We supply a full line of comic books and comic related publications to fans throughout the world. We also supply a few unrelated items such as Penthouse and Playboy, but we have kept those to a minimum, concentrating on items collectors are looking for. Most importantly, all books are sold for 20% off cover price. That's right off the top!

**HOW DOES THE SERVICE WORK?** We run strain a standing order for you. Each shopping period we run an invoice against that standing order and your books are posted and automatically. The charges are added to and deducted from your account, a which you maintain your funds. It's that simple and yet there's lots more to it! Look at these features:

1) NO SEPARATE SECURITY DEPOSITS ARE REQUIRED. Every cent you deposit in your account goes towards buy ing comics and magazines.

2) THERE ARE NO MINIMUM OR MAXIMUM ORDERS. Order one comic or one thousand comics — we'll get them to you, just the same! In keep ing with our policy of information, however, we do want to note that it's more economical the more titles you order. That's because postage for one comic and postage for ten comics are essentially the same. Postage goes by weight of the package you know.

3) YOU HAVE INSTANT CREDIT BASED ON YOUR DEPOSIT AS each shipment is sent out to you you can monitor the level of your account and replen ish it if necessary.

4) IF YOU DON'T WISH TO BE BOTHERED WITH MAKING DEPOSITS YOU CAN USE VISA OR MC. Our card system is excellent for a number of reasons:

a) We operate your account automatically and you NEVER have to worry about having sufficient funds to cover shipments

b) U.S. AND FOREIGN CUSTOMERS TAKE NOTE! When you operate your account via credit, it is done in CANADIAN DOLLARS at the CANADIAN COVER PRICES of the books. Often, with the rates of exchange fluctuating, this may mean EXTRA savings to you when you get your card billing!

c) VISA charges are done in $1.00 Canadian increments so one more hassles and you receive your sales slip automatically when a charge is processed!

5) WE'LL MATCH OUR SHIPPING CHARGES AGAINST ANYONE! Traditionally our postal charges have been low and this is maintained through operation of your account. We try to minimize the costs to give the most economical and effective service!

6) WE CARRY AS COMPLETE A LINE OF GOODS AS POSSIBLE. Our selection has oft times been imitated, but rarely equaled. Scan the publications list below. This will be updated from time to time to keep current with the newest releases. If a title doesn't appear on that list, then likely it's out of much interest! (Or it hasn't yet appeared. The list shows only CLARENT or CONFIRMED TITLES.)

7) OUR BOOK KEEPING IS ACCURATE AND WE MAINTAIN A COMPUTERIZED SYSTEM FOR YOU! On each and every invoice you see a state ment which picks up the balance from the previous invoice. It also shows any deposits, adjustments, or charges which have taken place in your account since the last time you received goods. Everything is clear and concise, and it is in plain English to make it easy to understand!

8) OUR SCHEDULE IS THE MOST EFFICIENT WE CAN OFFER! TWO WEEKS WITHOUT FAIL. That means that every new release we receive or each period is shipped out effectively and quickly. Everyone gets two week service to minimize the time lag between release of a book and the item you get it!

9) OUR SYSTEM IS FLEXIBLE. Order changing is a snap. Just drop us a note when you wish to make additions or deletions. We'll make them for you, within a day or two of receiving your letter. Changes will take effect with your next order! It's that easy!

10) OUR SYSTEM IS SIMPLE. There are no complex shipping plans or combinations to choose from and you're not rated according to the num ber of books you take each month week or whenever. Too much hassle!

11) WE CARE FOR YOUR ORDER! Our desire is to get you your books in the best possible condition. Each shipment is carefully wrapped in plastic. Larger shipments are then placed in a specially designed mailing box with ample packing and a protective bag over it. We are introducing the use of specially padded envelopes for the smaller shipments. This ensures arrival of your books in the best possible condition. That makes you happy and that makes us happy too!

12) WE OFFER PHONE SERVICE! If you wish to avoid mail ng hassles, we'd be glad to hear from you in person! You can get in touch with us by phone at: (204) 586-8547 24 hours a day Monday thru Friday! Make changes, ask questions, tell us your suggestions, or whatever. We wanna hear from you!

13) WE OFFER BACK ISSUE SERVICE AT ECONOMICAL PRICES. We have 500,000 or more books to choose from which span the past 45 years. We offer good quality good selection and reasonable price. Oftentimes we run specials just for comic service members! Try us with your want lists. We repeat!

14) OUR BLANKET CATEGORIES: mavie ordering easy! A blanket category gives you the option of ordering, for example, "ALL MARVEL FIRST ISSUES". The blanket order system has meant that each and every first issue will be sent to you automatically. It's that easy to tell us know if you wish to continue with the title, without missing an issue! And for ANNUALS the system is even better. If you choose, for example, 'ALL DC ANNUALS', you'll get every one that comes out during the year! But even if you don't, our system will AUTOMATICALLY send you the annuals of the titles you collect to keep your sets complete! Can't be beat!

## —These are just a few of the features of our service. Read on!

**What basic costs are involved again?**

You pay only for your comics at a BIG 20% discount postage, and a small service charge per shipment. Scared? Don't be! The maximum service charge is 75¢ per shipment, and we have recently refined the system to allow for a graduated service charge for small shipments. After all it's not fair to have one comic costing a fortune! This allows small or collectors to get the best service possible while keeping costs to a minimum!

**What EXTRAS does the service offer?:**

We've got plenty! Just look at these:

1) WANT A PRICE GUIDE? OK — we'll give you one. That's RIGHT! We said GIVE. OK — what's the catch? The only thing is that you have to be a member of the comic service for the year s period in which the guide comes out. THERE ARE NO OTHER MINIMUM ORDERS TO QUALIFY FOR A GUIDE! And what happens if you quit before the year is up? Well — we've divided the cost of the guide into 12 equal parts. If you leave the service, your account will be charged for the cost remaining of the guide...it's that simple! The next guide comes out in the spring, so don't be left out!

2) ARE YOU INTO PLASTIC BAGS? OK — we experi mented and found that sending books in individual bags is actually MORE dangerous than sending them without. There's greater tendency to damage that way. But we have them available, and they're top quality 2.5 mil ultra clear bags. Service members can get them for just $3.00 U.S. / $4.00 Can. per hundred.

3) Once a month you'll get the newest issue of the STYX MAGAZINE. That s something that we just started which replaces the old newsletter. It's got previews, cover regros, information on the service and the world of comics, and (hopefully) contributions from service members — all neatly fitted into a few pages. Good reading, and it's free.

4) EACH MONTH we send out as many promotional flyers, information sheets etc., as we can possibly get into your package. So every second package you ll be getting more than just your comics! You'll get the latest updates and info right from the publishers!

5) MARVEL AGE and the NEW DC COMING ATTRAC TIONS are supplied free each month to members with current accounts. That's right — no cost! That's just a little extra that we give you!

**What can you expect in terms of service and customer relations?**

The comic service is designed for people who are far from a local source of books. It is also useful to those who do not have the facilities to go hunting for books from place to place. It is welcomed as well by those fans who, although they have a local outlet, are disgusted with the chores involved and the costs of buying off the rack.

We can solve your collecting problems. We cannot compete, however in terms of speed with the local comic shops or with the fast and quick style of dealing by long-distance and applies to any service. However with our schedule we feel that time will not be a major consideration.

We strive to give you satisfaction. However, we are human too and we do make mistakes. Errors accidentally pop up in those cases (which are rare) we will promptly correct the problem to maximize your enjoyment of the comic service. We will always send exactly what your order entails. Accidentally EVERY THREE MONTHS you will receive a computerized listing of your current standing order, so that you may make changes or adjustments if necessary.

Of course compleetness is important. We strive NEVER to miss an issue. If such a case does arise, we will get the issue for you, no matter how long it takes or we will credit your account the appropriate sum if you so desire. If you are happy with the service, then our job is accomplished.

We will always tend a friendly and outgoing ear to your concerns and suggestions, and welcome them to better the service for all members. That's because we consider the members of our service as "family" rather than just customers and that extra touch goes a long way!




**What can you expect in terms of your responsibilities?:**

Basically the only thing is to keep your account solvent. That's it! Unfortunately comic services as well as all businesses depend on cash input. Are you wondering what happens if your account goes "into the red ? We have a flexible credit plan based on your individual record with the service. We may stop your books despite the fact that your balance shows a sum owing, depending on how much it is and what your circumstances are. If we don't however, a message to that effect is automatically printed on your invoice and we'll store the invoice until a new deposit arrives. This allows you time and flex.bility to plan your purchases. That's another example of just a bit e bit more service.




**P.O. Box 3791 Station B,**
**Winnipeg, Manitoba Canada R2W 3R6**
**Ph. (204) 586-8547**

# YOU JUST CAN'T DO ANY BETTER.

SECTION 1: DC and MARVEL COMICS
DC Firsts issues
Marvel First Issues
All DC Annuals
All Marvel Annuals
Action Comics
All Star Squadron
Alpha Flight
Alien Legion***
Alien Encounters
Arak Son of Thunder
Arion
Avengers
Batman
Blackhawk
Batman & The Outsiders
Camelot 3000***
Captain America
Conan
Coryolis
Crystar
Daredevil
Dazzler
DC Comics Presents
***DC Coming Attractions
Defenders
Detective Comics
Dr. Strange
Dreadstar***
Fantastic Four
Firestorm
Flash
Genesis (mini-series)
G.I. Combat
G.I. Joe
Green Lantern
Hulk
Infinity Inc. ***
Iron Man
Jonah Hex
Justice League
Kazar***
King Conan
Kull
Legion of Super Heroes
LEGION OF SUPER HEROES HIGH QUALITY***
Marvel Age (copy ad FREE to all members in good standing!)
Marvel Fanfare***
Marvel Superheroes The Secret Wars (mini-series)
Marvel Tales
Marvel Team-Up
The Thing
Micronauts***
Moon Knight***
New Mutants
New Gods***
Omega Men***
New Talent Showcase
Powerman and Iron Fist
Indiana Jones
Red Sonja
Rom
Robotech*** (mini series)
Sgt. Rock
Spectacular Spiderman
Spiderman
Star Trek
Star Wars
Superboy
Supergirl
Superman
Swamp Thing
Teen Titans
World's Finest Comics
X-Men
DC Graphic Novels
Marvel Graphic Novels
All DC Mini Series
All Marvel Mini Series

SECTION 2: ARCHIE/RED CIRCLE COMICS
Archie/Red Circle First Issues
Archie Giant Series Magazine
Archie
Archie and Me
Archie at Riverdale High
Archie's Pals 'n' Gals
Archie's T.V. Laugh-out
Betty and Me
Betty and Veronica
Blue Ribbon Comics (Red Circle)
Everything Archie
The Fly (Red Circle)
Josie and The Pussycats
Jughead
Jughead's Jokes
Katy Keene (new series!)
Laugh
Life With Archie
Little Archie
Mighty Crusaders (Red Circle)
Pep
Shield/Steel Sterling (Red Circle)
Thunder Barton (Red Circle)

SECTION 3: SPECIALITY AND DIRECT SALE PUBLISHERS
(Note: almost ALL the items listed in this section are DIRECT SALE ONLY and so we will dogpatch with the asterisks for them!)
All Eclipse First Issues
All First First Issues
All Pacific First Issues
All Capital First Issues
All Americomics First Issues
Bold Adventures (Pacific)
Darkhax The Mystic (Pacific)
Edge of Chaos (Pacific)
Elric (Pacific)
Grips (Pacific)
Alien Worlds (Pacific)
Berni Wrightson (Pacific)
Aztec Ace (Eclipse)
DNA Agents (Eclipse)
Pacific Presents (Pacific)
Mr. Mystic (Pacific)
Silver Heels (Pacific)
Starslayer (First)
Fred Fiske (Pacific)
Somerset Holmes (Pacific)
Destroyer Duck (Eclipse)
Vanguard (Pacific)
Nexus (Capital)
Badger (Capital)
Sabre (Eclipse)
Scorpion Rose (Eclipse)
Ms. Tree (Eclipse)
Twisted Tales (Pacific)
Ravens & Ravishers (Pacific)
Americomics (Americomics)
Skeleton (Pacific)
Whisper (Capital)
Black Diamond (Americomics)
Capt. Paragon (Americomics)
Justice Machine - Texas
John Law (Eclipse)
Sun Runner (Pacific)
AZ (Comico)
Comico Primer (Comico)
Grendel (Comico)
Evangeline (Comico)
Mage (Comico)
Skrag (Comico)
Mars (First)
Thunder Agents (Red Circle/Car bonero includes Hall of Fame issues)
Thrillkey (Pacific)
American Flagg (First)
E-Man (First)
Grimjack (First)
Ice Sabre (First)
Warp (First)

SECTION 4: CHARLTON COMICS
All Charlton First Issues
Attack
Battlefield Action
Beyond the Grave
Fightin' Army
Fightin Navy
Fightin' Marines
Ghost Manor
Ghostly Haunts
Ghostly Tales
Haunted (Bacon Werewolf)
Scary Tales
War (World at )

SECTION 5: BRITISH/EAGLE COMICS
Judge Dredd***
Robotwurtle***
Warrior Magazine

SECTION 6: COMIC DIGESTS
All DC Digests
All Archie Digests
Archie Where R U ? Digest
Archie Comics Digest
Best of DC Digest
Archie Double Digest
Betty/Veronica Comic Digest
Jokebook Comics Digest
Jughead Jones Digest
Jughead With Archie Digest
Laugh Comics Digest
Little Archie Digest

SECTION 7: ALTERNATIVE COMICS, FANZINES, AND MAGAZINES
Amazing Stories (st)
Amazing Heroes (Fantagraphics)
Analog (st)
Cerebus (the Aardvark +Aardvark Vanaheim)
Cinefantastique (Ideal)
Cinefex (Slim)
Cinemagic (Slim Starlog)
Comic Reader
Comics Collector (Krause)
Comics Interview (Fictioneer)
Comics Journal (Fantagraphics)
Destard Spit (Warp)
D'Arc Tangent (Fantasy Horizons)
Don Rosa's Comics (Fantagraphics)
Edge of Mystery (Eclipse)
Fillquest (Warp)
Epic Magazine (Marvel)
Fangoria (Starlog)
Fantastic Films (Fern)
Fred Kingdom (Flan)
Heavy Metal
Heavy Metal Specials
Isaac Asimov (st)
Journey (Aardvark Vanaheim)
Love and Rockets (Fantagraphics)
Mad
Mad Specials
Marvel Comics Index Series (Pacific)
Marvel Super Special (Marvel)
National Lampoon
National Lampoon Specials
Neil the Horse (Aardvark Vanaheim)
Nemo (Fantagraphics)
Normal Man (Aardvark Vanaheim)
Omni
Omni Specials
Prevue Magazine (Supergraphics)
Savage Sword of Conan (Marvel)
Spirit Color Comic (Kitchen Sink/Capital)
Starlog Magazine
Steve Canyon (Kitchen Sink)
Swords of Cerebus (Aardvark Vanaheim)
Vortex (Vortex pubs)
Will Eisner Quarterly (Kitchen Sink)

## HERE'S HOW TO JOIN THE COMIC SERVICE:

1.) On the publications list appearing below, indicate the titles or categories you wish to have sent to you AUTOMATICALLY on your standing order. For example if you buy one copy of each issue of Superman, place a "1" in the space beside that title. It's easy! There are no maximum or minimum number of copies you can select. Don't want to cut your fanzine up? Use a separate sheet and write clearly and legibly!

2.) ESTIMATE what your costs for a month of service might reasonably be. OK, are you wondering how to do that? Simple. Use the cover prices of the comics to total up a close figure. It'll probably be close enough to include any postage and still leave you a bit of a balance. If you're American or Foreign use the U.S. cover prices. (That's still 60¢ for a regular Marvel and 75¢ for a D.C. book and of course extra for the specials, or whatever.) If you're Canadian, use the Canadian cover prices. (That's 75¢ for a Marvel and 95¢ for a D.C. plus more for the special goodies.)

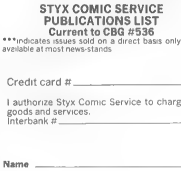
3.) IF YOU SELECT TO USE VISA OR MC, you do not MAKE PAYMENT WITH YOUR ORDER. ENCLOSE THE APPROPRIATE SUM IN CHEQUE OR MONEY ORDER FORM (HERE) TO SEND CASH IN THE MAIL), together with your publications list, and your name and address and mail it to

**STYX COMIC SERVICE**
**P.O. BOX 3791, STATION B**
**WINNIPEG, MANITOBA**
**CANADA R2W 3R6**

4.) CREDIT CARD USERS. Enclose your card number, the expiry date of the card, and the name to be used AS IT APPEARS ON THE FRONT OF THE CARD along with a note stating that permission is given to charge your VISA or MC account. Send this along with your publications list to the address above.

5.) WE WILL ACKNOWLEDGE YOUR MEMBERSHIP and service will begin with the next available shipment! It's that easy.

We've been through tough times and we've been through easy times and we've come a long way since the early days! We hope you'll be joining us to share the good things coming in the future!




**P.O. Box 3791 Station B**
**Winnipeg, Manitoba Canada R2W 3R6**
**Ph. (204) 586-8547**

**STYX COMIC SERVICE PUBLICATIONS LIST**
**Current to CBG #536**

***indicates issues sold on a direct basis only. Not available at most news-stands.

**PLEASE PRINT OR TYPE ALL INFORMATION**

Payment
☐ Master Card ☐ Money Order
☐ VISA ☐ Check

Credit card # _____ Exp. date _____

I authorize Styx Comic Service to charge my VISA or Mastercharge card in payment for all goods and services.
Interbank # _____ Mastercharge only

**Name** _____

**Street Address** _____

**City** _____ **State** _____ **Zip** _____

**Telephone (** **)** _____

## You can make new friends and improve your collection, if you. . .

# ORGANIZE A COMICS CLUB

*(Left to right:) Mike Masters, Billy Noonan, Charlette Twine, and Harold Behar attend a meeting of the Comic Club of Maplewood.*

***By David Caruba***

In December 1980, Kurt Schaffenberger, noted Golden-Age artist and current penciller of DC's *Superboy*, drove to northern New Jersey to address a group of comics fans.

His destination was not a comics convention but a meeting of a group of collectors who made up the Comic Club of Maplewood. I was active with this club for more than four years and served as president for two. During this time, I grew to appreciate why comics clubs are considered invaluable to many collectors.

Clubs offer a forum where people with the same interests can voice opinions, participate in activities, improve their collections, and meet new friends. With this in mind, it is surprising to learn that only a small number of comics clubs exist. The interest certainly isn't lacking. But know-how and motivation often are.

***Clubs offer a forum where people with the same interests can voice opinions, participate in activities, improve their collections, and meet new friends.***

### *Forming a Comics Club*

The idea that starting a club is difficult is false. Forming a comics club requires only two or three devoted collectors who would like to organize and run a regular gathering of fellow fans. These collectors usually become the officers of the club, undertaking the first order of business, which is finding a location to hold meetings. All clubs start with only a few members and, therefore, the choice of meeting location should reflect this. Comics stores, classrooms, and even living rooms all make comfortable meeting locations.

Comic Club of Maplewood began its existence in meetings held in a garage, later moving to a basement, a library, and, finally, a civic center! The chosen location does not have to be impressive, only consistent. Members like to have one continuous meeting location instead of a constantly changing one. Beautiful meeting halls are fine — but generally hard to come by for a new club. Remember when looking for a location that the *members* make a successful club, not the meeting hall.

(If all the members live on the west side of town and your beautiful meeting-place is on the east side of town, you should look for a new meeting-place. You want to make it as easy as possible for the *people* in the club. If they have to drive to get there, is there adequate parking nearby?)

Having secured a location, the next step is to choose an initial meeting date and begin publicizing the club. Flyers should be circulated inviting collectors to attend the first meeting for free. The flyers should be eye-catching and include such specifics as date, time, and directions to the club location. The officers should ask comic-book store owners to place a stack of flyers on their counters. I recommend calling as many collectors as possible to extend personal invitations.

Use bulletin boards in your area where such notices can reach potential members — at area high schools, colleges, grocery stores, civic centers, and the like.

Prior to the first meeting, the organizers should divide temporary club positions among themselves. A president, vice president, and secretary need to act for the first couple of meetings, until the club membership is established and can elect officers. A one-page handout for the first meeting should also be prepared listing the goals of the club, addresses and phone numbers of the officers, and the next few meeting dates.

### *The First Meeting*

The initial meeting of the club is usually organizational. Each officer should introduce himself and discuss what he hopes to contribute to the club. The president can suggest a name for the club and the cost of dues. (If the cost of running the club is minimal at the outset, dues may not be necessary. If your first meeting-place is a restaurant,

*David Caruba , wearing his club T-shirt, stands with DC artist Kurt Schaffenberger, during a visit by Schaffenberger to the Comic Club of Maplewood.*

*Paul Levitz, DC writer and official, addresses some members of the Comic Club of Maplewood.*

where all may simply buy a meal in order to participate in discussions, you can let it go at that. If your club is a function of your school, you may not be permitted to charge dues.) If your club requires funding, such money should be placed in a club bank account.

Each collector who attends the first meeting should be encouraged to put his or her name, address, and phone number on a 3x5 card. Officers can use this information in making a phone chain, in which one member calls another to remind him of the next meeting. Most important, the officers should encourage the members to discuss what they would like to do at meetings.

### *Meetings and Activities*

Meetings are normally held once a month. Some clubs prefer to meet either Friday or Saturday night. Others prefer an afternoon during the weekend. Your members can choose whether they prefer a formal meeting or an informal one.

A formal meeting might have approximately the first half hour used for the president's report and club business, including payment of dues and opinions of the preceding meeting. The majority of the meeting might be devoted to specific activities that would be scheduled to run an hour to an hour and a half. The final half hour of every meeting can be used as a buying, selling, and trading session.

On the other hand, your group may opt for a looser format: It could be something as simple as getting together once a month to talk over the month's current comics — or to see a comics-related movie. It might involve gathering at someone's house to watch videotapes, devour snack-food, and put out an occasional amateur magazine. It's up to the members of your group and the skills and interests they possess.

New clubs generally start with one activity per meeting and expand (in proportion to membership growth) to as many as five activities. The responsibility of planning activities should not be the officers' alone. The entire membership should suggest ideas.

If the club is one which schedules activities, the club's officers should meet at least a week before the meeting to determine the final schedule.

Certain activities will become regular events at meetings. Every meeting will, ideally, have one point at which is held a discussion of the previous month's comics. An exchange of suggestions and opinions is usually welcomed by the members. (Part of the discussion can include a vote for the top three comics of that month.)

The role-playing game Villains and Vigilantes, by Fantasy Games Unlimited, is another possible club activity, since it allows members to create and portray their own super-heroes.

The following are some good "one-shot" activities: Writing and drawing workshops appeal to members who aspire to enter the field of comics (work produced can be featured in a club newsletter). Lectures concerning the use of VPD paper, Mylar Snugs, and what comics should and should not avoid are always of interest to collectors. Trivia contests, especially with prizes offered, are also well received. "How-to" discussions are relevant to members. Many would like to know how to buy and sell comics (buy via direct sales and/or properly negotiate with a dealer at a convention). Slide shows can be very effective, especially when they feature club members. Every October, the club can

*Comic Club of Maplewood members pay close attention to a guest speaker.*

*(Left to right:) Eric Stawinski, Brandon Twine, Harold Behar, and Shauna Braude attend a meeting of the Comic Club of Maplewood.*

sponsor a costume contest that has the potential of making a superb slide show in November!

### *Guest Speakers*

Most comic clubs aim to play host to three guest speakers per year. They often run into problems locating a professional writer or artist who will agree to speak for free. I recommend first finding what professionals live in your area. Extend a written invitation accompanied by a self-addressed stamped envelope to these people. Also include a description of your club and the exact number of members who attend meetings. Certain writers and artists are willing to visit a nearby club with a small number of members. This is also true of inkers, colorists, and editors. Comic-store owners and direct sale distributors can also make interesting speakers.

***Certain writers and artists are willing to visit a nearby club with a small number of members.***

### *A Club Newsletter*

I strongly support having a club newsletter. Regardless of printing quality, newsletters highlight members' talent and give wider circulation to their opinions. A photo-copied or mimeographed newsletter takes only a few hours to make and will be especially enjoyed during weeks between meetings. Professionals who do not have the time to visit a club may be willing to grant an interview for a newsletter. Newsletters are also a great way of establishing communication between comics clubs.

### *Final Touches*

Membership cards are a good idea for any comic book club. Professionally printed cards are often valued by members and can be included in what is received for their dues. It is sometimes possible to arrange with a dealer to get a club discount (though you should keep in mind that, in return, you will be expected to do the bulk of your comics business with that dealer). You may also find it a good idea to make a business card for the club. Business cards are often helpful in obtaining new members and guest speakers.

Club shirts can be impressive. When ordered in quantities of 12 or more, they are inexpensive. A good-quality shirt can run less than $6. Sporta Sales, 368 Cortlandt St., Belleville, N.J. 07109 is one of many printers who specialize in shirts and can ship them via UPS.

Summer is an ideal time to broaden the club's social life. Barbecues, picnics, and parties are ideal group activities. Comics clubs often form softball, volleyball, and Frisbee teams to battle other clubs. Summer is also an ideal time for comic clubs to sponsor trips to conventions and comics companies. Membership drives held in the fall are usually more successful when planned in the summer.

Regardless of preference, comics clubs offer collectors the opportunity to discuss, share, and learn about the four-color medium. Clubs are not difficult to organize or run, provided officers and members are dedicated and willing to strive for goals. As is true with any organization, the benefits received equal the efforts put in.

***Note:*** Fans looking for a club in their areas — or fans who want to start their own club — can make use of a new service from comics fandom's newspaper, ***The Comics Buyer's Guide***, 700 East State Street, Iola, Wisconsin 54990. Once a month it runs a free listing of comics fan clubs, with information on each. Just send a postcard to the publication to ask for details.

# Comics Lexicon

*Many people who love comic books and comic strips have collected them quietly over the years without contact with "organized" comics fandom. They would like to join their fellow fans in correspondence or at conventions, but some are embarrassed, for fear of showing lack of knowledge of "in-group" terms that have become commonplace among many collectors.*

*Here is a list of the most commonly used expressions, along with definitions. Even some old hands may find it useful.*

*—Maggie Thompson*

***adzine*** A magazine which exists for its advertising content.

***Alley Awards*** Comics fan awards given in the first decade of "organized" comics fandom.

***annish*** Anniversary issue.

***apa*** An amateur publishing association. It consists of publishers of amateur magazines who circulate those magazines to the publishers of other such magazines. Its organization is formal, with constitution, dues, central mailer, and the like.

***apazine*** An amateur magazine produced for distribution to an apa (which see).

***artzine*** A magazine which exists for its art content.

***B&W/b&w*** Black and white — usually referring to comics which are printed in black and white, rather than in the usual four-color process. (In films, it refers to movies which are not in color.)

***BLB*** Big Little Books.

***balloon/s*** The round, usually white area in which a comics character's words or thoughts appear; it has a tail which points at the speaker. Thought balloons have a tail made of circles to differentiate them from speech balloons.

***Baxter paper*** Paper of much higher quality than the newsprint customarily used in comic books. Currently being used by comics publishers for their more permanent publications.

***Big Little Books*** Small, square books with cardboard covers, also published under such names as Better Little Books. A page of text alternated with a full-page illustration. Many of these were adaptations of comic-book or comic-strip stories.

***breakdowns*** Very rough layouts of comic-book stories done by an artist on sheets of paper before he begins work on the final version of the story. Sometimes one artist will do the breakdowns, another the pencilled story, and still another will apply ink to the pencil drawings.

***cameo*** Guest appearance by famous actor/character.

***caption/s*** The boxes which describe scenes and action in comic-book panels, e.g., "Meanwhile—" or "Night. The waterfront was dank and deserted."

***CBG*** *The Comics Buyer's Guide.*

***CC*** *Comics Collector.*

***CMAA*** Comics Magazine Association of America (which see).

***CoA*** Change of address.

***cel*** The original art for an animated cartoon, it is a painting done directly on celluloid (hence the name). *Note that it is spelled with only one "l."*

***Code*** The Comics Code (which see).

***comic*** Funny. Also used synonymously with "comic book," but usage is more clear when the full term is used — or when the term "comics" is used.

***comic-book story*** A comic-book story may grow in one of several ways. A popular current method has been traditional with Marvel Comics for many years: A plot is suggested and agreed upon; the layout man designs that plot for presentation in comic-book format; the layouts are approved and sent to the penciller, who indicates the appearance of the final artwork, but in pencilled form; the pencils are approved and sent to the inker, who inks the art for final reproduction; the inked art is then lettered by the letterer. Silver proofs are then made of the art, and those proofs are colored by the colorist. From there, the art goes into the hands of printing-plant technicians. Another method is the "full-script" method, in which the author writes a story in play form, specifying what is happening where. This is then passed to the artist/s to turn into comic-book form following the author's directions.

***comicon*** A comics convention.

***Comics Code*** The rules and regulations of the Comics Magazine Association of America (which see), as they apply to censorship of comic books.

***Comics Magazine Association of America*** An organization established in the mid-Fifties to censor comics before publication. It was formed as an answer to pressure groups which demanded the comics industry "clean up" comics. The organization is funded by payment from comics companies, which submit material for censorship/approval. Comics passed by the Code authorities are identified by the CMAA seal of approval, which appears on the cover.

***comix*** The use of the "x" denotes underground comix (which see).

***con*** Convention.

***convention*** When the term is used by a fan, it denotes a gathering of comics (or science-fiction) fans to buy and sell, meet professionals in the field, attend panels, and generally discuss their hobby.

***Cupples & Leon*** Early publisher of book collections of comic strips.

***D&D*** Dungeons and Dragons, a role-playing adventure game.

***DC*** DC Comics, Inc., publisher of *Superman, Batman*, etc. Formerly called National Periodical Publications (NPP). There are no periods in DC, since it is not an abbreviation, though it stands for the company's first all-original comic book, *Detective Comics.*

***DNP*** Do Not Print.

***DNQ*** Do Not Quote.

***dailies*** Comic strips which appear in daily (as opposed to Sunday) newspapers. The word may appear in ads for original art for strips appearing in such daily papers or in ads for clippings of such strips.

***dealer*** Someone who sells comics, magazines, books, art, and the like.

***debut*** First appearance, as of a comic-book character.

***Dell*** An early publisher of comic books, largely for younger readers. The company was supplanted by Gold Key, which today is known as Whitman Comics, published by Western Publishing Co., Inc.

***direct distribution*** A system of comic-book and book distribution in which comics, specialty, and other shops receive comics to sell without going through the more customary newsstand distribution system. It usually involves comics shops' ordering maga-

zines on a non-returnable basis, with shop owners estimating what they can sell. Recently, even comics publishers which sell via returnable newsstand methods have put some titles into direct-distribution channels only.

***ditto*** Spirit duplication, a method of reproduction for fanzines.

***Eagle Awards*** The annual comics awards voted on by British fans.

***FIAWOL*** Fandom Is A Way Of Life. A viewpoint contradicting FIJAGDH.

***FIJAGDH*** Fandom Is Just a Gosh-Darned Hobby (sometimes expressed more vehemently, sometimes spelled FIJAGH). A viewpoint contradicting FIAWOL.

***fan/s*** Devotee, hobbyist, an amateur in the truest sense — one whose activities grow out of a love for comics (or SF, in science-fiction fandom).

***fandom*** The world of fans. The loose network of hobbyists devoted to a particular avocation, a term used primarily by science-fiction and comics fans. Compare its usage to mankind; it is not called "the fandom." A fan is a member of fandom.

***fannish*** Pertaining to fans and their activities.

***fanzine*** An amateur magazine done by and for fans. It is a term coined by combining "fan" and "magazine."

***flashback*** A sequence in which preceding action is shown.

***four-color*** Refers to the printing process by which comics are printed in color, with four colors used in blends to produce the rainbow necessary for printing colored material.

***fumetti*** The method of telling a story with photographs arranged like comics panels, with speech balloons superimposed.

***funny animals*** Characters (usually animals, but not always) which are humorous in their actions — e.g., Donald Duck, Bugs Bunny, and Pogo. Occasionally, its usage also applies to human characters — e.g., Little Lulu — depending on how loosely the speaker uses the term.

***gafia*** Get Away From It All. "He's in a state of gafia" means he is not currently active in fandom — indeed, that he may never return. He has gafiated; he decided to gafiate.

***GoH*** Guest of Honor (at a convention).

***gofer or gopher*** A hireling or volunteer whose job is to "go fer" things.

***Gold Key*** A comic-book publisher which supplanted Dell; now known as Whitman or Western Publishing Co., Inc.

***Golden Age*** Indicates the first era of comic-book production — which occurred in the Thirties and Forties.

***Good Girl Art*** A term used (most often by dealers) to indicate pin-up-type pictures of leggy, busty females in "cheesecake" poses.

***grading*** Determining condition, usually using Overstreet as a guide (when comics are involved).

***ground-level comics*** One of several terms used to refer to what some of their producers like to call "independent comics" (which see).

***hack*** (Often used in a negative sense, it is not necessarily a negative term.) A hack is a person who produces artwork or writing to order, on time, all the time. There is a connotation of work produced without emotional involvement by the creator — of work done for hire. The connotation is not invariably correct.

***headlights*** The female chest, drawn in exaggerated fashion.

***illo*** illustration.

***independent comics*** Comics not published, for one reason or another, by the major, newsstand-distributed publishers. They tend to be aimed at a smaller, more specialized audience — but stories are often similar to those of the aforementioned major publishers. They need not, in other words, place an emphasis on drugs, violence, sex, etc. — which emphasis is often considered typical of underground comix.

***inker*** An artist who inks comic-book artwork for final reproduction.

***Inkpot Awards*** Trophies given out at the San Diego Comic-Con each year to fans and professionals for services to comics fandom.

***inks*** Inked artwork — e.g., "Inks by Joe Sinnott."

***intro*** Introduction.

***ish*** Issue.

***LoC*** Letter of comment.

***lettercol*** Letter column.

***mainstream comics*** Comics published by the major, newsstand-distributed publishers.

***mailcon*** A comics convention which primarily consists of a number of dealers' tables set up in a shopping mall. Obviously, there's no admission fee, and usually there's no program of events.

***Mando paper*** High-grade paper, not quite of the quality or whiteness of Baxter paper, but still of better grade than comic-book newsprint.

***Marvelite/s*** Marvel comics fan/s.

***micro comics*** Tiny comics produced by fans who want to produce amateur comics at minimum cost. the comics usually have a very low age-count and a small page size, so that they are very cheap to produce and mail.

***mimeo*** Mimeograph.

***minicon*** A small convention, sometimes one that lasts only a day or part of a day.

***mundane*** Not always the pejorative used by the world at large, the term simply indicates something that does not pertain to fandom.

***NCS*** The National Cartoonists Society, an organization of professional cartoonists, primarily comic-strip artists but also including comic-book artists and artists specializing in advertising art and magazine gag cartoons.

***NPP*** National Periodical Publications.

***National Periodical Publications*** An earlier name for DC (which see).

***newszine*** A magazine which exists for its news content.

***non-Code*** Comics which do not carry the seal of approval of the CMAA.

***OTR*** Old-time radio.

***offset*** A printing method giving good black-and-white reproduction for fanzines. Also used in publishing Baxter paper comic books.

***one-shot*** A magazine intended to have only a one-isue run.

***origin*** Start, beginning — used especially to refer to stories in which the creation of a hero is given in some detail; it is not always the first story in which the character appears.

***original/s*** Original art for comic strips, printed illustrations, etc. — as opposed to prints, newspaper pages, etc.

***Overstreet/Overstreet prices/Overstreet Guide.*** All these terms refer to Robert M. Overstreet's annual *The Comic Book Price Guide* and the prices therein. "20% off Overstreet" in an ad refers to a comic book's price as being 20% less than its value as listed in the *Guide*.

***panel*** (1) Segment of a page or strip of comic art, usually enclosed in a border, which most often consists of a picture and text. (2) At a convention, a group of people whose discussion before the audience forms a feature of the program.

***penciller*** An artist who pencils comic-book artwork, which will then be inked for final reproduction.

***pencils*** Pencilled artwork — e.g., "Pencils by Frank Miller."

***plot*** The general outline of a story. See "comic-book story."

***pre-Code*** A comic book published before the advent of the Comics Magazine Association of America's Comics Code — that is, before October 1954.

***prozine*** A professional magazine.

***pulp/s*** Pulp-paper-printed adventure fiction magazines, mostly those printed during the Twenties, Thirties, and Forties. The paper was made of wood pulp and was the cheapest form of paper which could be used in printing; it was thick and coarse and occasionally would contain recognizable chips of wood. Intended as cheap, throwaway entertainment, the pulps today are widely collected and expensive.

***Reuben*** The cartoonist-of-the year award of the National Cartoonists

Society, named for the late cartoonist Rube Goldberg. The NCS gives out several awards each year — for best adventure strip, best humor strip, etc. — but awards only one Reuben each year.

***SAE/SASE/sae/sase*** Self-Addressed Envelope, Self-Addressed Stamped Envelope. Used in ads ("send SASE"), it means you should send an envelope addressed to yourself and with sufficient postage to insure delivery.

***SF/sf*** Science fiction.

***S-M, S/M*** Sado-masochism.

***SOTI*** *Seduction of the Innocent.*

***Saalfield*** Long-time publisher of book collections of comic strips.

***sci-fi*** "Science fiction," as abbreviated by people who do not know the field well. Most science-fiction fans *detest* the term. Its use marks the user as ignorant, as far as science-fiction fans are concerned. Science-fiction fans accept "SF" or "sf" as the correct abbreviation.

***script*** The text of a comic-book story, sometimes including directions to the artist.

***scripter*** The person who provides the words for a comic-book story — not necessarily the sole author of that story.

***Seduction of the Innocent*** A would-be *expose* of comic books. Published in 1954, this book (by Fredric Wertham) helped to focus national attention on sex and violence in pre-Code comics.

***Silver Age*** Used to indicate a period of comic-book production of slightly less (nostalgic?) luster than that of the Golden Age (which see). Usually considered to have begun with the publication of the first Sixties revival of a Forties super-hero: the first Flash revival, in *Showcase* #4.

***splash panel*** A large panel, sometimes filling the page, which functions as a title page on a comic-book story. It often contains credits for the story (artist, writer, etc.) Almost invariably, it used to be the first page, but today it can appear anywhere in the issue.

***sub*** Subscription.

***subber*** Subscriber.

***Sunday page*** Colored comics sections apearing (usually) in Sunday newspapers (some papers' colored comics sections appear on other days of the week, such as Saturday). The word may appear in ads for original art for strips appearing in such Sunday papers or in ads for clippings of such pages.

***syndicates*** Distributors of material to newspapers for printing (e.g., King Features Syndicate); such material includes comic strips.

***TBG*** *The Buyer's Guide for Comic Fandom,* former title of *The Comics Buyer's Guide.*

***TCJ*** *The Comics Journal,* a magazine of comics analysis.

***TCR*** *The Comic Reader,* a magazine of comics news.

***typo*** A typographical error. Plural is spelled "typos."

***underground/s underground comix*** Comic books done outside the traditional marketing and distribution systems. Originally, they were an offshoot of the "hippie" and similar movements of the Sixties and were replete with drug and sex references. Currently, fewer of them are devoted to such topics. Many are simply comics that would not justify the large print-runs and newsstand distribution of "mainstream" comics. Examples of innocuous undergrounds would include *Food Comics,* which presents the author/artist's views on food production. See also "independent comics."

***Fredric Wertham*** Author of *Seduction of the Innocent* (which see). Wertham maintained his interest in comics throughout his career — and expanded that to an interest in comics fandom as well, eventually writing a book on the topic, *The World of Fanzines.*

***western/Western*** Cowboy stories.

***zine*** A synonym for the word "fanzine" or "magazine."

***Zip-a-Tone*** A brand name often used generically (without approval of the trademark owner, which doesn't want it applied to other brands) for toning patterns used to add effects to line drawings for reproduction. Most frequently, it is a dot pattern, but it can consist of line patterns and other optical effects. Sometimes it is bought in self-adhesive sheets and stuck to the art; sometimes it is achieved by use of a pattern inherent in art paper, made visible by application of a developer.

©MARVEL COMICS GROUP/ WARNER BROS. PICTURES, INC.

# Elzie Crisler Segar: The Forgotten Creator of Popeye

*by Ed Black*

The pen-and-ink images the man created are instantly recognized. Their names, conceived so long ago, are household words to this day. Mention them in any crowd — Popeye, Olive Oyl, Bluto, Wimpy — and it's like mentioning old friends. Then ask who created all of those well-known characters. More than likely the response will be blank stares.

In late 1980, a lot of attention was focused on the multi-million-dollar movie which Producer Robert Altman had just released: *Popeye*. There were interviews from the premiere with stars Robin Williams and Shelley Duvall (who resembled Olive Oyl to a "T"), attention from the *Today* show, *Entertainment Tonight*, clips of the film shown, etc.

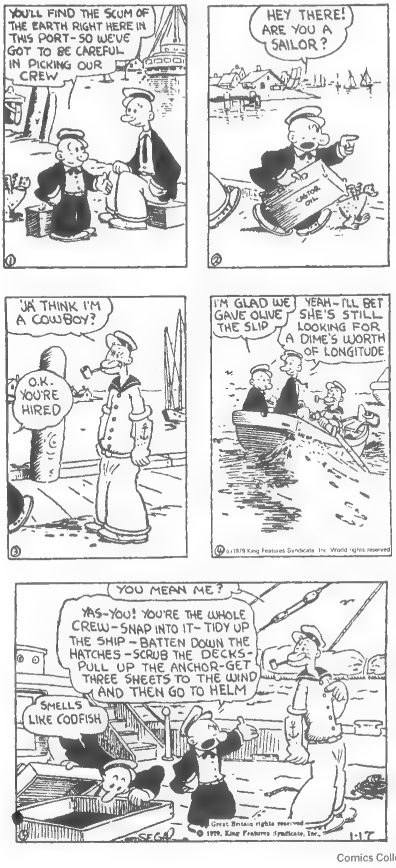
But throughout all the hoopla, the name of the man who started it all was never mentioned. That man had the curious monicker of Elzie Crisler Segar. Perhaps Segar is not remembered because he died so long ago: In 1938, at the age of 43. He did get screen credit on the Altman film, however, at the behest of cartoonist-screenwriter-playwright Jules Feiffer, who wrote the *Popeye* screenplay and is an admirer of Segar. Feiffer calls him a forgotten genius.

From 1919 to 1938, the fertile imagination of E.C. Segar graced the comic pages of America and the world in his strip, *Thimble Theatre*. Popeye didn't come along until 1929.

Segar's work of the Thirties lay in the pages of musty, brittle, forgotten newspapers until 1971, when a Long Island publishing house, Nostalgia Press, resurrected three Segar sequences from the mid-Thirties and published them.

While perusing these books, the reader cannot help but form one opinion: What an imagination this Segar had!

Pictures of Segar show him as a square, diminutive man, with his sleek, thin blond hair combed back in the white sidewall style of the time. He is sometimes shown wearing wire-rimmed glasses which give him the appearance of an accountant or a professor of calculus.


YOU'LL FIND THE SCUM OF THE EARTH RIGHT HERE IN THIS PORT- SO WE'VE GOT TO BE CAREFUL IN PICKING OUR CREW
HEY THERE! ARE YOU A SAILOR?
'JA THINK I'M A COWBOY?
O.K. YOU'RE HIRED
I'M GLAD WE GAVE OLIVE THE SLIP
YEAH- I'LL BET SHE'S STILL LOOKING FOR A DIME'S WORTH OF LONGITUDE
© 1979 King Features Syndicate Inc. World rights reserved
YOU MEAN ME?
YAS-YOU! YOU'RE THE WHOLE CREW- SNAP INTO IT- TIDY UP THE SHIP - BATTEN DOWN THE HATCHES - SCRUB THE DECKS - PULL UP THE ANCHOR - GET THREE SHEETS TO THE WIND AND THEN GO TO HELM
SMELLS LIKE CODFISH
Great Britain rights reserved
© 1979, King Features Syndicate, Inc.
SEGAR
1-17

*Elzie Crisler Segar was the obscure newspaper cartoonist who created Popeye, Olive Oyl, Wimpy, Swee'pea, the Jeep, and the Sea Hag to populate his renowned comic strip, **Thimble Theater**. The reticent cartoonist posed in 1933, donning the sea cap and novelty pipe which were the trademarks of the most popular of the **Thimble Theater** crowd: Popeye the Sailor. Segar died in 1938 at the age of 43.*

Who was Segar? How did his creative and narrative genius develop to propel the lives of his ink-and-paper characters way beyond his death? One man with the answers is Bill Blackbeard, director of the San Francisco Academy of Comic Art, a unique organization. This academy is not an art school. It is Blackbeard's personal collection of thousands of newspaper comic strip pages around the country. He has most — if not all — comic strips chronologically arranged from their inception. He came by this collection through years of rescuing the long-forgotten comics from the dusty shelves of libraries just as they were transferring their newspaper collections onto microfilm and then throwing the papers away as a space-saving move. Blackbeard rescued the yellowed bundles in the late Sixties, just in time. As as a result, he has many uninterrupted runs of both famous and little-known comic strips. It's Blackbeard's collection which was used in the Nostalgia Press book and also in the book on Popeye's first appearance (published by Hyperion Press in 1979).

The bespectacled, slick-bald, highly articulate collector minces no words in his admiration of Segar. He calls him one of the major creative geniuses of this century. Blackbeard knows whereof he speaks. He even has much of Segar's pre-*Thimble Theatre* work, going back to his first cartooning job in Chicago. Segar's development unfolds on the newsprint page before Blackbeard.

*Popeye's very first appearance in Segar's **Thimble Theater** comic strip was on Jan. 17, 1929, 10 years after the strip's creation. Also shown here are the stars of the strip at that time: Ham Gravy (the tall one) and Castor Oyl (the short one and Olive Oyl's brother). Segar intended Popeye to be an incidental character and dropped him when this adventure ended. Little did he suspect how popular the sailor would become. Segar returned him to the cast at the behest of King Features Syndicate in August 1929, and Popeye has been a focal point ever since.*

Why does he extoll Elzie Crisler Segar? Why does he call Segar a genius? During March 1983, the Smithsonian National Museum of American History in Washington, D.C., held a Popeye exhibition as "an anti-utopian satire in an era of utopian thinking." That's heady stuff for a guy who thought up one adventure after another ostensibly just to sell newspapers.

Blackbeard explains, "Basically, the way you arrive at the existence of genius is the mobility of the creator's characters and the extent to which they live beyond the author's lifetime. This is evident with Shakespeare and the same thing is true of Dickens. Everyone knows who Scrooge is — and Macbeth and Hamlet.

"With Segar, you have at least two characters, certainly, and most assuredly a third who will probably live to the end of this century in the general awareness of most people and quite well into the next. They, of course, are Popeye, Olive Oyl, and Wimpy. Now, to have created such enduring characters can only be a function of genius. You don't develop these universally appealing figures unless you have this quality."

***With Segar, you have at least two characters who will probably live to the end of this century in the general awareness.***

Blackbeard characterizes Segar as a veritable workaholic. He calculates that Segar produced, while working on *Thimble Theatre* from December 1919 to October 1938, more than 5800 daily strips of six panels each, and more than 750 Sunday pages of 16 panels each from 1924 to 1938. That adds up to roughly 47,000 panels.

Segar is described by his one-time assistant, Bud Sagendorf — who now

draws the *Thimble Theatre* strip — as quiet, an introvert whose three cares in life were his family, his strip, and his hobbies of fishing and skeet shooting.

(Sagendorf became Segar's teen-aged assistant in 1932 through pure happenstance. He relates in his book *Popeye — The First Fifty Years* — published in 1979 by the Workman Publishing Co., New York — that his widowed mother moved the family from Washington state to Santa Monica. His sister found a job in the stationery store where Segar purchased his art supplies.)

Segar was born in the small Mississippi River town of Chester, Ill., Dec. 8, 1894. He lived a typical Tom Sawyer youth and honed his expertise in pool and skeet shooting there. In later years, he taught the likes of Clark Gable and Gary Cooper the art of skeet shooting at a club in Santa Monica and hung out with them at a duck club near Oxnard, north of Los Angeles, where Segar had a a cabin.

During his formative years, Segar helped his father, Amzi, hang wallpaper and paint houses. He was a drummer with a local dance band and spent five years as a projectionist at the local movie theater. He had the tattoo, "MPO" (Motion Picture Operator) on his arm till his dying day. One thing separated Segar from his peers: His burning desire to become a newspaper cartoonist.

Sagendorf said that the theater manager took a liking to the short, spare lad and paid the $20 enrollment fee for the W.L. Evans correspondence course in cartooning. Segar, it was said, didn't send just one sample of his lesson assignments; he sent several for evaluation. The bold, young Segar once sent a crudely done cartoon to the St. Louis *Post-Dispatch* with the notation: "Please print this on account of my uncle works in your pressroom." It was rejected.

Fate smiled on Segar from the time he left home, shortly after his 21st birthday, and headed 100 miles north to Chicago. It was there he cut his cartoon eyeteeth. He first contacted a cartoonist he long admired: Richard Felton Outcault, who is famous for the *Yellow Kid* and *Buster Brown* strips. By 1915, he was also running his own ad agency in Chicago. Outcault steered Segar to the Chicago *Record Herald and Inter Ocean* newspaper where he met the publisher, James Keeley. Keeley owned the rights to a comic strip featuring Charlie Chaplin. Producing the daily and Sunday *Charlie Chaplin's Comic Capers* was Segar's first professional attempt at comic-strip art. He was one of a succession of *Herald* staff artists to work on the strip since early 1915. Segar's ran from March 12, 1916, until it abruptly ended September 16, 1917, because of a falling out between Keeley and Chaplin's manager.

Segar remained on Keeley's art staff, coming out the following Sunday with a strip called *Barry The Boob*, a World War I attempt at a *Sad Sack* type of character. That strip ran until April 1, 1918, when the *Record Herald and Inter Ocean* was bought by Hearst's Chicago *American and Examiner*. Fate again cast a kind eye Segar's way.

On June 1, 1918, a third Segar strip, *Looping The Loop*, appeared and became quite popular. It featured a potpourri of activities in various Loop night clubs, restaurants, and theaters; both Blackbeard and Sagendorf report the circulation of the *American and Examiner* picked up because of it. That brought Segar to the attention of Hearst's captains at its New York syndication subsidiary, King Features Syndicate. They summoned him to Manhattan in 1919 to come up with a replacement strip for Ed Wheelan's *Midget Movies* which Hearst had lost to another syndicate. (The title was changed to *Minute Movies*).

Segar created *Thimble Theater* which made its debut December 27, 1919, in the New York *Evening Journal* and other Hearst papers. His chief characters were the pencil-thin Olive Oyl, her boyfriend (Ham Gravy), and a villain (Willie Wormwood).

Blackbeard says there was very little in these early efforts which could have indicated what was to come.

"At the time," he says, "Segar was very much an apprentice cartoonist. He was trying to do something in the Chaplin strip, of course, which reflected the slapstick antics of the Chaplin comedies, and [the strip] was routine. *Barry The Boob* was routinely amusing, but again, no indication was shown of any

THIMBLE THEATER
Copyright, 1930, by King Features Syndicate
Registered at U. S. Patent Office
HELLO, POPEYE SAY HOW DO YOU LIKE MY NEW CLOTHES?
BLOW ME DOWN - THEY'RE SWELL - WHAT THERE IS OF 'EM
OLIVE YOU'RE THE PERTIEST GAL I EVER SAW - I'D QUIT THE SEA FOR YOU ANY DAY - HOW ABOUT US BEIN' SWEETIES ?

great ability.

"What he did, really, was grow into his ability to create characters and stories. *Thimble Theater* started out as little more than burlesque on melodrama. *Midget Movies* satirized melodrama in movies, and Hearst wanted something similar to continue interest in subscribing newspapers."

***What he did, really, was grow into his ability to create characters and stories.***

Blackbeard goes on to say that many things changed as Segar gradually ended this constricting format and introduced a diminutive, bald, and short-tempered Castor Oyl, Olive's brother, after dropping Willie Wormwood. He was supposed to be moronic, but came off as shrewd. It was this contrast between his presumed behavior and actual results which led to amusing events.

Blackbeard adds, "It wasn't until 1923 or 1924 that, quite suddenly, it became evident this fella Segar had an enormous gift for comic suspense, because he began telling stories involving these early characters and that's when he realized his potential [with] stories deriving from character and representing the conflicts between characters . . . there was no holding him. He simply went to town and *Thimble Theater* became a vogue strip among a small group of intellectuals.

"All of his characters," Blackbeard states, "were bums, cheap, and opportunistic, and this sort of thing didn't have broad popular appeal even though it was amusingly done. However, he threw Popeye into this melange of ne'er-do-wells and, since Popeye was, in his own way, very much of an idealist, he immediately appealed to the American public."

Actually, Popeye came into the strip very routinely on January 17, 1929. Castor Oyl had acquired a whiffle hen. (If a whiffle hen is scratched on the head, good things result.) Castor wanted to go to the gambling dens of Dice Island to clean up at the tables. He needed a boat hand, and that's when Popeye entered — as a supporting character.

Blackbeard says it was Segar's creative patterns which lay the groundwork for Popeye's creation. "Segar always had these interesting supporting characters in a Castor Oyl adventure and after it ended, he would go onto another character. He felt Popeye was just another supporting character."

But then people began taking their Hearst paper to work with them and began talking about Popeye as being fantastically funny and about the wildest thing they had ever seen. Others began buying the [New York] *Journal* who had never read it before just to see what all the excitement was about. In 1929, there were eight daily papers in New York, all competing for readership."

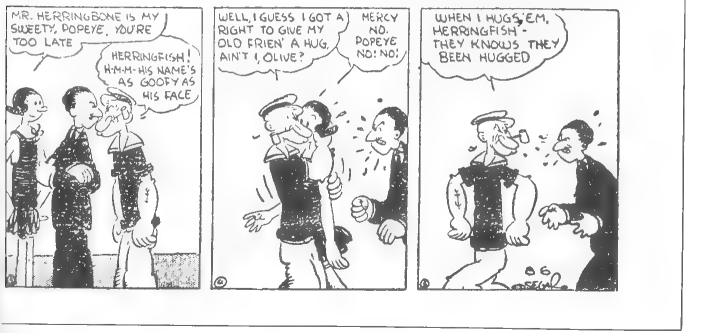
Segar, however, was away from all the hue and cry. He had met and married Myrtle Johnson in his Chicago days and in 1923 moved his family — a daughter (Marie, born in 1923) and a son (Tommy, born in 1926) — to Santa Monica.

Blackbeard says Segar obviously had no inkling of the following his new bulbous-limbed, jut-jawed creation was building. In fact, he dropped Popeye from *Thimble Theatre* six months and ten days after his dockside debut, true to Segar's pattern. He had already introduced a new character, a goofy detective named "Glim."

"I think it was [Hearst Associate Arthur] Brisbane who got hold of Segar," says Blackbeard, "and said, 'Look, you've dropped this guy Popeye. Put him back in! People are clamoring for him!'"

Segar did and suddenly dropped Glim. Popeye re-entered the strip August 5, 1929, and never left again. His popularity grew so enormous that Segar phased out Ham Gravy and Castor Oyl. The strip continued to increase in popularity; more papers picked it up, and, by the mid-Thirties, Segar was earning $100,000 a year.

Did Segar, like many artists, borrow from and expand upon real life for his pen-and-ink hero who brought him great wealth? Sagendorf points out revealingly in his book that Popeye


THE PERFECT LOVER
MR. HERRINGBONE IS MY SWEETY, POPEYE, YOU'RE TOO LATE
HERRINGFISH! HM-M- HIS NAME'S AS GOOFY AS HIS FACE
WELL, I GUESS I GOT A RIGHT TO GIVE MY OLD FRIEN' A HUG, AIN'T I, OLIVE?
MERCY NO. POPEYE NO! NO!
WHEN I HUGS 'EM, HERRINGFISH - THEY KNOWS THEY BEEN HUGGED

THIMBLE THEATRE—Featuring POPEYE—Somebody's Snap
By E. C. Segar
SMACK
I'LL TAKE A REST UNTIL HE'S WORN HIS SELF OUT
IF YOU'LL LEAVE THE SHIP I'LL SPARE YOUR LIFE
BLOW ME DOWN! DID YA THINK I WAS LICKED?
THAT'S AN INSULT!
I AIN'T EVEN WARMED UP YET!
I'LL CRACK EVERY BONE IN YOUR BODY
OH-YEAH?

could have been fashioned after a hometown character Segar knew in his youth.

Sagendorf writes that Rocky Feigle was the janitor at the town saloon and that, when he would sit on the porch, he would be teased by the town teens, including Segar. Feigle had a reputation for never having lost a fight. A photo of Feigle accompanies Sagendorf's text, and the facial resemblance to the cartoon Popeye is amazing. Sagendorf adds that some people in Chester believe Segar sent Feigle a check in his later years, but none of this has been verified.

Segar also borrowed from his own backyard. He once said Popeye's hilarious butchery of the English tongue was influenced by his own daughter's babytalk. Popeye's dialogue is outre. In a strip from 1930, for example, he was thrown by a horse. The angered sailor knocked the animal out cold with one left hook, and in the last panel he walked away, saying, "Lost in the deserk without a horsh. Blow me down!"

Though he was handy with his "fisks" and later used spinach to supplement his power, Popeye was not fearless. Perhaps this is one attribute which made him identifiably human to readers. Witness a 1933 sequence Segar titled "Plunder Island," an adventure Blackbeard considers Segar's masterpiece.

Popeye asked his companion, Salty Bill Barnacle (in the dead of night, as they were being spied upon by a new character Segar called The Goon), "Do you believe in evil spirits?" adding, "Don't talk about skeletons and ghosts on account of that's the only two things I yam scared of excep' evil spiriks."

*Popeye and Bluto the Terrible fought it out. Bluto became Popeye's adversary in the Max Fleischer animated cartoons, because the first was being planned when this sequence ran in 1932. Later, William Randolph Hearst sent a telegram to Segar requesting he tone down the violence, much to Segar's consternation, but Segar complied.*

In the animated shorts, Popeye always quaffed a can of spinach to punch his way out a jam. In the strip, spinach was actually used only occasionally by Segar. Blackbeard says he made big use of it during a late 1936 Sunday sequence boxing match — Popeye vs. Kid Mustard. Both utilized spinach to provide stamina and strength.

***In the strip, spinach was actually used only occasionally by Segar.***

Kid Mustard bought up all the spinach in town the day before the match. That had Popeye worried. Because of his popularity, spinach then wound up on millions of Depression-era tables. Grateful spinach farmers sent crates of the stuff to the Segar home. In 1937, grateful growers in the spinach-growing area of Crystal City, Texas, thanked Segar by erecting a statue of Popeye. On the pedestal the inscription read: "Popeye, erected March 26, 1937, courtesy E.C. Segar."

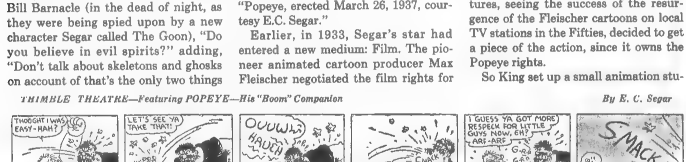
Earlier, in 1933, Segar's star had entered a new medium: Film. The pioneer animated cartoon producer Max Fleischer negotiated the film rights for Popeye with King Features and, from 1933 to 1942, Fleischer's studio turned out 105 Popeye animated cartoons.

(Paramount, which distributed Fleischer's cartoons and financed two unsuccessful feature-length cartoons with him, foreclosed on his Miami studio in 1942 and brought some of his animators back to New York, where they established Famous Studios — which continued to produce Popeye cartoons. Famous' Popeye shorts are easily distinguishable from those Fleischer produced: Fleischer shorts are black-and-white and have more charm; Famous' are in color and are limited by the spinach formula. Both Popeye and Bluto have regulation Navy uniforms in the Famous Studios shorts.)

It is interesting to note that in both Fleischer and Famous films Popeye's adversary is Bluto. That's because Bluto had been the villain in a Segar sequence called "The Eighth Sea," which appeared about the time the first Popeye short was being planned.

Hanna-Barbera Studios now produces Popeye cartoons for Saturday morning television. In 1959, King Features, seeing the success of the resurgence of the Fleischer cartoons on local TV stations in the Fifties, decided to get a piece of the action, since it owns the Popeye rights.

So King set up a small animation stu-


THIMBLE THEATRE—Featuring POPEYE—His "Boom" Companion
By E. C. Segar
THOUGHT I WAS EASY-HAH?
LET'S SEE YA TAKE THAT!
OUUWJ-HAUH!
I GUESS YA GOT MORE RESPECK FOR LITTLE GUYS NOW, EH? AR!-ARR
SMACK

THIMBLE THEATRE—Featuring POPEYE—The Last Wrap
By E. C. Segar
THEY NEVER COME BACK FOR MORE AFTER I GRAB 'EM AROUND A MAST
I'LL STAND HIM ON HIS FEET AND WATCH HIS LIFELESS BODY SAG TO THE FLOOR LIKE A RAG
YA MUS' THINK I WUZ IN TROUBLE
GET UP!! LET'S SEE IF YA GOT ANYTHING
WELL - I'LL BE @@%$!

dio (headed by former Disney artist Jack Kinney and New York animator Hal Seeger) to produce Popeye and such other King properties as Barney Google and Krazy Kat.

As well known as Popeye is his raspy voice. That was provided in the early Fleischer shorts by William Costello, who was later fired for "becoming impossible to work with" (nothing specified). A young Fleischer assistant artist who could mimic Costello was quickly moved from the drawing board to the sound studio. Jack Mercer has been Popeye's voice ever since.

Olive Oyl's voice was provided by Mae Questal, who of late has been selling paper towels in TV commercials.

The animated films have, more than anything, kept the Popeye character alive in the minds of the two generations since Segar's death. His strips lay dormant in old newspapers on library shelves until they were resurrected by Blackbeard. The original strips were long ago thrown away by the syndicate in routine spring cleaning. Those that exist today command high prices, since comic-strip collecting came into vogue about 1970. An original daily strip, depending on its age, would cost from $600 to more than $1000; a Sunday page would easily command a price of between $2000 and $3500 today.

***An original daily 'Thimble Theatre,' depending on its age, would cost from $600 to more than $1000.***

Sagendorf says Segar was no nine-to-fiver. He'd work from 7 p.m. to 4 a.m., even in his Chicago days. Sagendorf says he and Segar would think up ideas while fishing off the Santa Monica shore, tied to a breakwall. Sagendorf would take notes on a lantern-illuminated pad. He remembers Segar and he exploding into wild bursts of laughter as the ideas flowed.

Blackbeard lauds Segar in another aspect of his creativity, calling him "the master of the little-understood art of rational limitation and fantastic narrative." He says that is the ability to realize when a point has been made sufficiently and not to go overboard.

"The general tendency in humorous comics, as in most works intended for human consumption," he says, "is to pour on more of the same without realizing a concept only grows when you bring it fresh material . . . rather than continuing to go with what's been successful. If Segar had done that, he'd have Popeye doing nothing but knocking people around and the public would have thought it was great. Instead, he held that to a minimum, where Popeye's violence would grow out of the action in the strip. He went on to develop another great character, J. Wellington Wimpy. Now, an opportunistic cartoonist wouldn't do that. He'd stick with Popeye and probably get a couple of assistants and never draw another line." (This has happened with a number of strips.) "Some people think Wimpy is a greater character than Popeye and I'm inclined in that direction myself."

***Some people think Wimpy is a greater character than Popeye.***

Blackbeard says Wimpy is endearing because of "the concept of the eternal moocher, the guy that is somehow at once likable and despicable. Wimpy went beyond the mere mechanics of his conception. He could break into poetry, as he sometimes did, and his phraseology was amusing in the same way the phraseology of Oliver Hardy and Groucho Marx was amusing; it was completely in character."

Blackbeard says Wimpy's introduction was much the same as Popeye's: As an incidental character. He was a refereee in some of the 1931 Sunday pages for Popeye's boxing matches. He was nameless and didn't do much. He became a full-fledged character after a boxing match which lasted eight Sundays. Segar began using him in the daily strips, trying to mooch a hamburger at Roughhouse's cafe along the waterfront (and Fleischer included him in the animated films).

By 1935, with Popeye's popularity immense, Segar's life appeared rosy. He and his family were residing on a quiet street in the sunny, pre-population climes of Santa Monica; he had opportunities to fish and skeet shoot (he was a member of the Santa Monica Rod & Gun Club), with narry a financial worry, earning $100,000 a year. Fate had been kind to the former movie theater projectionist.

Popeye—By Segar
(Copyrighted, 1935.)
I WANT SOME MORE, DO YOU?
SPLASH!
HERE, YA SWAB— GRAB AHOLT OF THIS LIFE PREVERSER
THANKS FOR SAVING MY LIFE, YOU-@@%$!!
AW, THAT'S ALL RIGHT-YOU F@@%$!!

*Shelley Duvall as Olive Oyl and Robin Williams as Popeye accused Paul Dooley as Wimpy of doing dastardly deeds in Paramount Pictures'* ***Popeye*** *(1980), the movie based on the world-famous comic strip character created by E.C. Segar.*

But fate turned vicious, a dark cloud formed over Segar's life, and by 1937 he was fatally ill with a liver ailment. His doctor, Raymond Sands, noted on Segar's death certificate that he began treating Segar October 1, 1937. Segar did continue to draw when he was able. An article in the New York *Times* on January 30, 1938, said:

*E.C. Segar . . . underwent an operation today for removal of his spleen. Some 40 surgeons watched the delicate operation, performed by Dr. W.H. Olds, Los Angeles specialist, assisted by Dr. Raymond Sands, Mr. Segar's personal physician. Dr. Sands said the operation was successful and expressed optimism about Mr. Segar's recovery.*

But Segar did not recover. His condition progressively worsened, and he died at his Santa Monica home October 13, 1938, at the pinnacle of his career — when he was not yet 44. Dr. Sands listed the cause on Segar's death certificate as portal cirrhosis.

Headlines in papers around the country announced his demise. The New York *Times*:

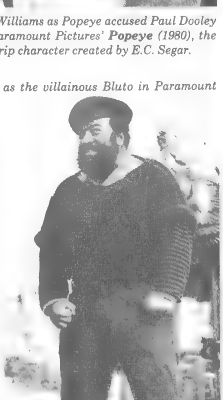
"***Cartoonist Segar, Popeye Creator; Artist Succumbs at His Home after an Operation at 44.***"

The Los Angeles *Times*:

"***E.C. Segar, Cartoonist, Dies; Santa Monica Creator of Popeye Loses Fight for Life.***"

A United Press dispatch: "***Popeye's Creator, Elzie Crisler Segar, Taken by Death after Lengthy Illness.***"

*Paul Smith growled with satisfaction as the villainous Bluto in Paramount Pictures'* ***Popeye.***



Segar was also accorded a full-page tribute in the paper which years before had rejected his cartoon. The Sunday rotogravure of the St. Louis *Post-Dispatch* of October 23, 1938, showed several photographs and strip samples including the first appearance of Popeye. The eulogy of an anonymous journalist was most fitting:

*Elzie Crisler Segar . . . who died October 13, was in many ways the complete opposite of his famous creation, Popeye, the one-eyed sailor with the terrific punch. Seagar himself was a shy little man, frail, with the large eyes of a timid deer. Popeye . . . is completely indestructible, brash, uninhibited, a roaring, swaggering swashbuckler . . . Knowing Segar, anyone might jump to the conclusion he had a psychological necessity bolstered by an inferiority complex by creating an opposite of himself and Popeye was a wish fulfillment, a little man who went socking huge bullies and quixotically righting wrongs in a way Segar and many another inoffensive fellow longed to do. But Segar*

THE ROMANTIC
YER THE LIMIK OLIVE! ARE YA STILL READIN' THAT LUMBERJACK LOVE BOOK?
YES I AM! IT'S JUST WONDERFUL!
AND THEN BIG STEVE, THE TERRIFIC LOVER CRUSHED MYRTLE TO HIS MANLY CHEST, CRACKING FIVE OF HER RIBS. MYRTLE SIGHED AND SAID — WHAT A MAN!
I WANT TO BE LOVED LIKE THE LUMBERJACKS LOVE
AW, GWAN'S
WANNA BE WRECKED
YA THINK I OUGHTA DO THAT HUH?
CERTAINLY, IF SHE WANTS LUMBERJACK LOVE THEN BE LIKE THEM... GRUM HEAR! BE ROUGH!
WIMPY IS RIGHT. I'LL SAVE ON OLIVE
AN DO ME STUFF NOBODY'S BIZNESS
I'LL BUST ALL HER BLASTED RIBS!
I'VE FINISHED LUMBERJACK LOVE. NOW I'LL READ THE BOOK LIZZY LOANED ME.
"THE GENTLE LOVER."
THE GENTLE LOVER
RICHARD CARESSED VIVIANS BEAUTIFUL HAIR AS WOULD NATURE'S BREATH CARESS NEW MEADOW GRASS IN SPRING TIME. VIVIAN FELT THE MELLOW GLOW OF LOVE
THE STROKED HER FAIR CHEEK. UPON WHICH HE GENTLY PLACED A MOST TENDER KISS. AS ONLY A PERFECT LOVER COULD PLACE A KISS. VIVIAN THRILLED AT HIS PROXIMITY
OH IF I ONLY HAD A LOVER LIKE HIM!
YA GOT ONE, A MIO - I'M HIM!!
COME TO POPEYE, ME GAL! LADY!
I YAM GONER WOO YA LIKE YA NEVER BEEN WOOED BEFORE
SMACK
SMACK
OUW! MY RIBS!!
POO CRACK
POP
YOU ROUGHNECK! GET OUT OF HERE!!
WIMPY, WHEN IT COMES TO WOMEN YA KNOWS A HECK OF A LOT ABOUT HAMBURGERS! (BEG PARDON?)
ROAR
12 2C

*This is a typical* ***Thimble Theater*** *Sunday page from 1937, drawn by Segar. Note that the comics then consisted of more panels than they do today. Chronologically, Olive Oyl is ten years older than Popeye. She was in the strip from the very beginning — 1919. Popeye didn't come along till 1929, and so overshadowed the two other stars of the strip — Ham Gravy and Castor Oyl — that they were dropped.*

*said that wasn't so, that Popeye merely happened into his strip . . . back in 1929 because Castor and Olive Oyl needed a sailor to take them on an ocean trip. From then on he ran away with the comic.*

Segar is remembered in his hometown. A statue was erected there June 27, 1977, in his memory. The six-foot bronze likeness of Popeye was a gift from the Xi Upsilon Chapter of the Beta Sigma Pi sorority. Sculptor Robert Walker of St. Louis was commissioned to fashion it. On the pedestal is a plaque commemorating Segar. The statue rests on a knoll overlooking the Mississippi in a plot called Elzie Crisler Segar Memorial Park. The National Cartoonists Society has named one of its awards after Segar.

With Segar gone, King Features assigned Tom Sims to write the continuity. For the artwork King Features chose Doc Winner and Joe Musial for short periods, then Bela Zaboly. Ralph Stein assumed the writing chores in 1953. In 1958, after Zaboly retired, the strip was assigned to Sagendorf, who'd been doing the Popeye comic books and some Sunday pages.

One can't help but wonder what else would have flowed from Segar's pen had he lived longer. He would be 89 now.

In any case, the products of his imagination live on around the world. In London, Wimpyburgers are easy to get. In America, you can tell a friend, "I'll gladly pay you Tuesday for a hamburger today," and you'll meet instant recognition.

But if you ask who wrote the line, few will answer correctly.

Spread the word, then, for Elzie Crisler Segar, who brought a world of delight to a world of readers.

***ADDENDUM:*** *Those interested in scrutinizing Segar's work more closely (an effort well worth the while) can do so through published books or through the San Francisco Academy of Comic Art.*

***Popeye the Sailor: Three Complete "Thimble Theatre" Adventures****, was published in 1971 by Nostalgia Press. It shows Segar at his finest, at the height of his story-telling career. The segments are from 1936 and 1937. They are: Popeye and the Jeep, Popeye and the Mystery Melody, and Popeye's Search for his Poppa.*

***Thimble Theatre Introducing Popeye*** *was published in 1977 by Hyperion Press, Inc., Westport, CT 06880, as part of its series of Classic American Comic Strips. It features the very first sequence in which Popeye appeared, disappeared, and reappeared to stay.*

*In the book,* ***All in Color for a Dime****, edited by Richard A. Lupoff and Don Thompson (Arlington House/Ace), chapter four is a 24-page essay by Bill Blackbeard entitled "The First (Arf! Arf!) Superhero of Them All" which analyzes what made Popeye stand above other comic creations.*

*The San Francisco Academy of Comic Art provides reprints of historic strips, day-by-day. A six-month sequence would cost about $15, plus $1.50 postage and handling. For details, send a self-addressed, stamped envelope with request for information to Bill Blackbeard, San Francisco Academy of Comic Art, 2850 Ulloa St., San Francisco, Calif. 94116.*

*Bud Sagendorf's pictorial remembrance,* ***Popeye, The First Fifty Years****, published in 1979 by Workman and King Features, is a mixture of his work and Segar's, and contains much information about Segar's early life and Sagendorf's working relationship with Segar.*

# Find out what's new in comics with CBG!

## Your weekly guide to comics!

Keep on top of the fast-paced world of comics with **The Comics Buyer's Guide.** You'll always know which publishers are releasing new titles in the future with CBG!

Don & Maggie Thompson, our co-editors, have been writing and editing publications in comics fandom for a combined total of over 40 years. Their experience and contacts means you can depend on **CBG** for the most up-to-date news, views and reviews about comics.

Plus **CBG** columnists like Cat Yronwode, Ron Goulart, Tony Isabella, Lawrence Watt-Evans, Kim Metzger, and many others keep you informed of the many different facets of comics publishing and comics collecting.

Getting **CBG** 52 times a year is easy — just fill out the form below and mail it with your payment. Your first issue will be in your mailing within 2 weeks!

Subscribe today — find out what's new in comics fandom for less than 34¢ a week!*

THE COMICS BUYER'S GUIDE

**Circulation Department**
**700 E. State Street**
**Iola, WI 54990**

*Based on 3 year subscription rate

*Sample copy available upon request.*

## ORDER FORM

Clip and mail coupon with payment to:

**The Comics Buyer's Guide**
**Circulation Department**
**700 E. State Street**
**Iola, WI 54990**

I want to find out what's in comics every week. Send me **CBG** for the following term:

( ) Sample copy.
( ) ½ year (26 issues) .....SAVE $16 .....$10.00
( ) 1 year (52 issues) .....SAVE $33 .....$19.00
( ) 2 years (104 issues) ....SAVE $68 .....$36.00
( ) 3 years (156 issues) ....SAVE $104 .....$52.00
( ) New subscription
( ) Renewal/extension
( ) Check or money order enclosed.
( ) Charge to MasterCard/Visa.

Note: Savings based on $1 newsstand cover price

Account # _____

Expires: Mo _____ Yr _____

Signature _____

Name _____

Address _____

City _____

State _____ Zip _____

Foreign addressees, including Canada and Mexico, please add the following for extra postage and handling costs: ½ year add $6; 1, 2 or 3 years add $15 per year. All payments must be made in U.S. funds or by a check drawn on a U.S. bank.

AFF

# MANGA AND ANIME
## Japanese Comics and Animated Cartoons

寺沢武一

泣くのはよしなよ　ひとは涙を流すから悲しくなるのさ。なに…不幸だって!? オイオイやめとけよ。太陽が輝く下に生きていて、二本の足があれば人間はどこへでもいけるし、なんでもできる。おたくが不幸な環境にしがみついていること自体が、不運なのさ。運てのは自分自身、力づくで勝ちとるもんだ！　え…その運でえのに負けたらどうするかって!? フフ…その時は笑ってごまかすさあ!!

***Cobra Manga:*** *Space pirate Cobra has appeared in an animated movie, a TV series, and 13 manga paperbacks. The book-jacket photo is of Buichi Terasawa.*

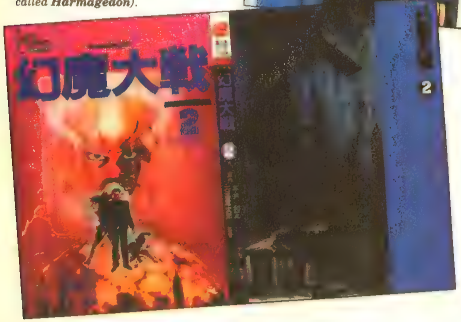
### *By Ardith Carlton*

More and more in recent years, the dewy-eyed damsels and unruly-haired heroes of Japanese animation have been finding their way to U.S. shores. And, while their adventures have had their stories watered down and bits of adult humor relegated to the cutting-room floor to make them more "suitable" for the kiddies of the North American continent, the animation quality and shredded-but-still-superior stories have drawn increasing numbers of fans.

The ranks have swelled from the die-hard devotees of Sixties imports like *Astro Boy* (in Japan, *Mighty Atom*), *Kimba the White Lion* (*Jungle Emperor*) and *Giganto* (*Iron Man 28*), to people swept in by the latest wave of transformed series such as *Star Blazers* (*Space Cruiser Yamato*), *Battle of the Planets* (*Science Ninja Team Gatchaman*), and *Thunderbirds 2086* (*Technoboyger*).

But only a tiny fraction of available series and movies have been released in North America, and many fans in quest of more of the unique animation find

***Anime Comic Genma:*** *While riding a train, Joe recalls what happened earlier, when the mystic princess Luna and alien cyborg Bega pushed him to develop psychic powers so he could help them defend mankind from invading demons. Here are a cover and two-page spread from the five-volume Fujimi Comics anime adaptation of the hit 1983 movie* ***Genma Taisen*** *(also called* ***Harmagedon****).*




themselves leaping the language barrier and looking to Japan.

*Anime* (the Japanese word for "animation" and pronounced ah-nee-may) can be seen on Japanese television every day — older programs are rerun during mornings and mid-afternoons, while early evening hours are reserved for first-run series, which usually air once a week. There are hundreds of *anime* series and movies, with dozens of new ones produced each year, covering countless subjects — from flat frogs to flying trains. But an even wider variety of stories, as well as art styles, can be found in the pages that a hefty chunk of *anime* hails from — those of the *manga* ("comics").

*Manga* stories are usually serialized in weekly or monthly *manga* magazines, which sell by the millions for around 200 yen (about $1) apiece. About 20 different serials are published together in some of the magazines, filling some volumes with nearly two inches' thickness of newsprint. Not only are they good bargains for a week's entertainment, but stacks of the *manga* magazines also make great insulation during cold winter months!

The more popular *manga* serials are reprinted in paperback books of about 250 pages each. It takes a number of volumes to complete the story, usually at least three and sometimes more than 20 — a venerable baseball strip, Shinji Mizushima's *Dokaben*, has 48 volumes to its credit and is still going strong.

Different lines of *manga* paperbacks, with names like Sun Comics, Champion Comics, Power Comics, Princess Comics, and Flower and Dream Comics, are published by a variety of companies.

Like the *manga* magazines where their contents first appeared, millions of copies of a book may sell each year, and the best-selling *manga* series are kept perpetually in print. In Japanese bookstores where *tachi-yomi* ("standing and reading") is allowed, it can be next to impossible to make your way through the *manga* aisles — the crowd of *manga* readers, strong of leg and quick of grab, often carpets the entire space between aisles and at times may threaten to spill out the door.

Those *manga* serials with the largest following usually become candidates for animation. Some, like Tetsuya Chiba and Asao Takamori's boxing saga *Tomorrow's Joe* and Akira Toriyama's hit comedy *Dr. Slump*, have appeared as *anime* and *manga* at the same time. But an increasingly important factor these days is merchandising possibilities — when Mitsuteru Yokoyama's SF *manga* epic *Mars* hit the airwaves four years later as the TV series *God Mars*, any similarities between the *anime* version and the original *manga* seemed

***But only a tiny fraction of available series and movies have been released in North America, and many fans in quest of more of the unique animation find themselves leaping the language barrier and looking to Japan.***

purely accidental. But the newly added ranks of giant robots and characters lent themselves with calculated perfection to successful lines of goods, from models and toys to rice bowls and bicycles.

It seems that just about anything that will hold still long enough to have a logo or major character's likeness slapped on it can be sold. An especially maniacal fan of Reiji Matsumoto's *Space Pirate Captain Harlock* can dress in a T-shirt, shorts, and sandals plastered with Harlock's one-eyed smirk, keep money in his Harlock wallet, ride the train using his Harlock pass case, write in Harlock notebooks with Harlock pencils kept in his Harlock pencilcase at school, come home and eat dinner from his Harlock dishes with his Harlock chopsticks, then have a Harlock lollipop for dessert. And then there are the pajamas!

***It seems that just about anything that will hold still long enough to have a logo or major character's likeness slapped on it can be sold.***

Of course, none of this could have come about if *manga* and *anime* didn't enjoy the massive popularity with the Japanese public that they do. The storytelling in some *manga* have transformed them into novels of epic proportions told through comic art, and the motion, music, and voice actors of *anime* bring the stories even further to life. There is seemingly something for everyone, and favorites in Japan, past and present, cover a vast assortment of subjects.

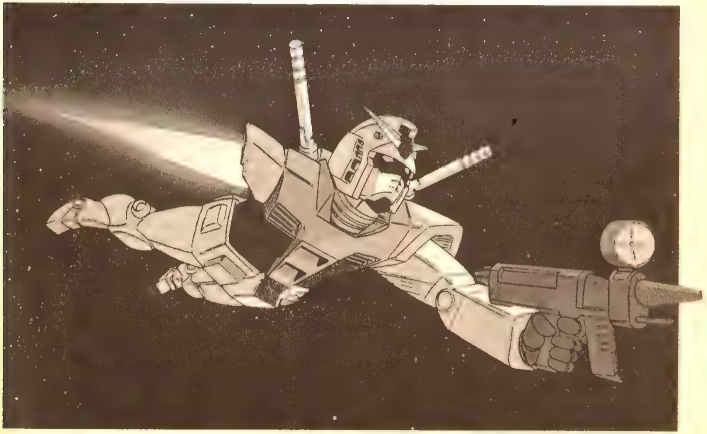
North American fans of the Japanese genre are most familiar with the science fiction and fantasy series, along with the angle in *anime* most associated with the Japanese — giant robots. But, contrary to the impression the imported "Shogun Warrior" toys of a few years back gave to people on this side of the ocean, giant robots aren't just hunks of tin cavorting about and stomping on silly monsters — the people operating the robots are what is important to the story. In recent years, mighty robots used to project justice, save mankind, and perform other heroic acrobatics have been appearing less and less often. The new trend has been towards robots which function as battle weapons that the heroes just happen to use. This trend stems back to the success of an *anime* series of 1979, *Mobile Suit Gundam*.

Animated by Nippon Sunrise and named for the experimental battle-suit piloted by hero Amuro Rei, *Mobile Suit Gundam* revolved around the war between the rebellious Earth colony Jion and the young survivors of a destroyed colony which had been loyal to Earth. While struggling to prevent the Zabi family and its Jion forces from overcoming Earth, Amuro and some of his comrades discovered that they had "New Type" (a kind of extra-sensory perception) abilities. Between the New Types and some politically prompted sabotage in the form of Jion Major Char Aznable, who was bent on bumping off the Zabi family, Earth managed to win the war.

The technological detail in the robotics and orbiting space colonies were a rarity at the time *Gundam* was done and earned the series a sizable share of its following, as did the intricate and skillfully spun subplots. The 43 episodes of the series were condensed (and some new animation and music was added) to create three feature-length films, which did well at the box office when they were released in 1980, 1981, and 1982.

While many *anime* series get their

***Gundam:*** *The battered Gundam is sent into its final battle, as the bloody war between Earth and its renegade colony Jion comes to a close.* ***Mobile Suit Gundam*** *has been acclaimed for its technological detail and helped bring about a new breed of giant robot character.*



***Yamato Manga:*** *In Reiji Matsumoto's original manga version of* ***Space Cruiser Yamato****, an apparition of Susumu Kodai's older brother appears and warns the young captain-to-be to stop Yamato's Earth-saving voyage to planet Iskandar. (Note: The Japanese pages have been flopped for better reader comprehension.)*

start as *manga*, *Gundam* did the opposite, appearing in the monthly *manga* magazine *Boken O* (*Adventure King*) in a serial drawn by Yu Okazaki after the series had begun airing. It was later reprinted as a two-volume *manga* paperback set of *Mobile Suit Gundam* Sunday comics, published by Akita Shoten.

A few years earlier, *Space Cruiser Yamato* (seen in North America and in a number of countries around the world as *Star Blazers*) spurred Japan's *anime* boom of the late Seventies. The saga of the Japanese World War II battleship being reborn as a spaceship and saving the world of 2199 from the radiation and general nastiness of the alien Gamilas race wasn't particularly successful when it first aired as a series in 1974 but, when a feature pieced together from the 26 episodes was released in 1977, *Yamato*-mania suddenly swept Japan.

Two series and four movie sequels have followed, including two finales to the epic which have turned out to just be alternative endings to the story, culminating in the March 1983 film *Space Cruiser Yamato — The Concluding Chapter* (also billed in English as *Final Yamato*), that *Yamato*'s producer Yoshinobu Nishizaki swears is the real ending. However, both a feature and a series dealing with Gamilas villain leader Dessler, tentatively titled *King of Dessler*, are being planned for late 1984, so the story may continue without *Yamato* herself for some time.

Like *Mobile Suit Gundam*, *Yamato*'s *manga* adventures began after the *anime* version had appeared. No less than 17 paperback volumes of *manga* have been reprinted since then. Three of those were drawn by co-creator Reiji Matsumoto, and that *Yamato* set was published by Akita Shoten as Sunday Comics. The other 14 books form a 2926-page adaptation of the *Yamato* saga in Sun Comics, published by Asahi Sonorama. Akira Hio drew *Space Cruiser Yamato* (three volumes), *Arrivederci Yamato* (three volumes), *Yamato — The New Journey* (two volumes), *Be Forever Yamato* (two volumes), and *Yamato — The Concluding Chapter* (two volumes), while R. Masuo was responsible for the two volumes of *Yamato III*. (You'll find a more extensive examination of the *Yamato* saga in ***Comics Collector*** #3.)

Shotaro Ishimori's *manga Cyborg 009*, dating back to 1964, dealt with a team of nine super-cyborgs and their battles against not only crime, mad baddies, and odd things in general, but also their own individual pain, resentment, and embarrassment at being separated from the rest of the human race. Kidnapped from all over the world (007 was from Great Britain, of course), the nine were rebuilt as cyborgs to be the flunkies of The Black Ghost. But under the leadership of 009 (originally a blond half-Japanese named Joe Shimamura), the Cyborgs and their designer, Dr. Gilmore, rebel and eventually squelch The Black Ghost's plans to take over the world. The Cyborgs' assorted and often sordid adventures span 15 volumes of *Cyborg 009* Sunday Comics published by Akita Shoten and a dozen *Cyborg 009 Series* volumes of Shonen Sunday Comics from the Shogakukan publishing house.

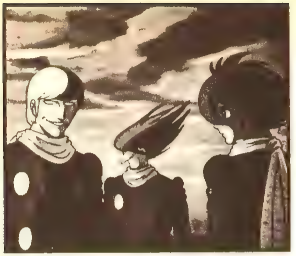
The hefty animation history of *Cyborg 009* began with two features done by Toei Doga in 1966, *Cyborg 009* and *Cyborg 009 — Monster War*. A black-and-white series followed in 1968. In 1979 the Cyborgs were revived in

***Yamato Anime:*** *After a decade of voyages through galactic seas, the space-soaring battleship Yamato finally met her end in the 1983 feature film* ***Space Cruiser Yamato — The Concluding Chapter****, also known as* ***Final Yamato****. An earlier film, 1978's* ***Arrivederci Yamato****, was screened at the 1983 World Science Fiction Convention in Baltimore for an estimated crowd of 500, while thousands more are familiar with the saga's English-dubbed version,* ***Star Blazers****.*

color by Toei Doga and Nippon Sunrise for a year-long series. Toei Doga's 1981 feature *Cyborg 009 — The Legend of Super Galaxy* was the Cyborgs' last appearance, but if their past track record and continuing popularity are any indication, it may not be long until they return.

A cyborg of a different sort is the star of Buichi Terasawa's *manga Space Adventure Cobra*. When a few too many enemies for comfort were hot on his heels, the space outlaw Cobra hid in plain sight by having his face and hair changed and getting a partial memory wipe. The memories of his past returned when the thoroughly unpleasant Pirate

***Even though his left arm is a bionically attached "Psycho Gun" from the elbow down, capable of sizzling holes through people if the thought crosses Cobra's mind, trouble doesn't take the hint and keeps Cobra occupied with plenty of disgustingly evil beings and scantily clad women wherever he goes.***



パラボラアンテナ
指向性の極端に強い極短波の送受信に使われるアンテナで、国際宇宙研究所には電波望遠鏡としての数十基のパラボラアンテナ群と、衛星間通信に使われるパラボラアンテナがある。

*Cyborg 009 Anime: Cyborgs 004, 002, and 009, along with the rest of the Cyborg soldiers, have gained a following in the States since a subtitled version of the 1979 color series was broadcast in New York and New Jersey by a Japanese-language television station.*

Guild finally hunted him down three years later, and Cobra and his shapely Armoroid companion lady leapt back into the fray. Even though his left arm is a bionically attached "Psycho Gun" from the elbow down, capable of sizzling holes through people if the thought crosses Cobra's mind, trouble doesn't take the hint and keeps Cobra occupied with plenty of disgustingly evil beings and scantily clad women wherever he goes.

Since the debut of *Space Adventure Cobra* in the pages of the weekly *manga* magazine *Shonen Jump* in 1979, the serial has filled 13 volumes of Jump Comics paperbacks (published by Shueisha) and is continuing. A 3-D feature was animated by Tokyo Movie Shinsha and released during the summer of 1982, and the following October a 31-episode series, also done by Tokyo Movie Shinsha, began airplay under the slightly shortened title *Space Cobra*.

A recent addition to the mounds of *manga* is Tsuguo Okazaki's *Justy*. The story follows Cosmo Policeman Justy Kaizahd and his obnoxious partner Bolba Cicren in their assignment to hunt down throughout the galaxy and "liquidate" murderous criminals with extrasensory perception. With them on the force are the team's mascot Astaris, a girl who has the mind of a 5-year-old but whose body sprang to maturity in the shock of seeing Justy liquidate her Criminal ESPer father. (Justy's "older sister" Jelna desires him but can't do a thing, since he thinks he's her younger brother.)

Justy himself lives in quietly contented ignorance of the childhood he forgot when his ESPer powers asserted themselves but has just made the rather unsettling discovery that he's immortal. Will the next Criminal ESPer find a way to do Justy in? Will Jelna ever get more than the usual good-night kiss from him? And will Bolba make one wisecrack too many, and get kicked out of the story by popular demand? Volume 3 may hold the answers — it has just been published by Shogakukan's Shonen Sunday Comics.

The story has not yet been animated, but *Justy's* popularity is growing, both in Japan and among *manga* collectors in North America.

*Devilman*, by Go Nagai and his Dynamic Pro Studio, is considered by many to be a *manga* masterpiece, and to this day a Devilman Fan Club still operates in Japan. It is difficult to fit *Devilman* into a specific classification — gore practically drips from the pages, but what at first glance would appear to be a horror or doomsday story all boils down to a tale of friendship. Young Ryo Asuka convinced his best friend, notorious coward and crybaby Akira Fudo, to let the demon Amon enter his body. Akira became Devilman — able to change to Amon's form at will, while keeping his own human compassion — and fought to protect mankind from the increasing threat of bloodthirsty demons. But Ryo soon discovered that he himself was Satan, and had to fight Akira to the death in the battle which became Armageddon. The story was published in five volumes, with a one-book sequel *New Devilman* by Kodansha's Kodansha Comics line.

*Devilman* was animated by Toei Doga in 1972, minus Ryo and the plot of the *manga*, as a weekly monster shred-fest aimed at the wild kiddie crowd. Insult was added to injury with a final appearance in a 1973 Toei Doga feature, the mostly mindless *Mazinger Z vs. Devilman*.

***Gore practically drips from the pages, but what at first glance would appear to be a horror or doomsday story all boils down to a tale of friendship.***

With a history as long and lyrical as Japan's, the past holds just as many possibilities for stories as the future does. Two examples are Sanpei Shirato's *The Life of Kamui* and Osamu Tezuka's *Dororo*. Although *The Life of Kamui* first appeared as *manga* in 1964 and predated *Dororo* by a few years, both were animated (under the titles *The Biography of Ninja Kamui* and *Dororo and Hyakkimaru*), and the two 26-episode series were even broadcast on the same nights from April to September of 1969. In addition, both took place in feudal Japan — but there the similarities ended.

As with some of his earlier *manga* works (like *Ninja Bugeicho* and *Sasuke*), Shirato set *The Life of Kamui* in a harsh world of suffering. Samurai, near the top of the social order, kept lowly villagers in torment. But Kamui, a misfit shunned since his youngest days, raised himself to be a ninja and gave the samurai back a bit of what they'd been dishing out for so long.

*The Life of Kamui* filled 21 paperback volumes, most recently reprinted as Golden Comics by Shogakukan. A companion series, *The Biography of Kamui*, detailed early adventures of the ninja's life, and scattered chapters have appeared from 1965 to 1983 — enough to make up a six-book set of Big Comics, also published by Shogakukan. And work has just begun on a highly touted feature-length animated film, *The Sword of Kamui*, a mere 20 years after *Kamui* first saw print.

In contrast to the bleak setting of *Kamui*, Osamu Tezuka's *Dororo* took place in a Japan alive with the magic of gods and demons. But the magic often worked against men, and hero Hyakkimaru was a case in point. When he was born, his father cut off the baby's ears,

nose, eyes, and limbs, sacrificing them to 48 demons for power and setting what was left of the baby adrift in a stream. Hyakkimaru was found and raised by a woodcutter, who fitted him with wooden parts. After the blind swordmaster, Hoshi, helped him sharpen his fighting skills, Hyakkimaru began his quest: For each of the demons he killed, a part of his real body would grow back. His bratty young sidekick Dororo was usually more hindrance than help, but by the saga's end Japan had a few less demons to worry about, and Hyakkimaru was whole once more.

*Dororo* debuted as *manga* at about the same time the animated series was being broadcast and appeared until 1972. Four volumes of *Dororo* Sunday Comics have been published by Akita Shoten.

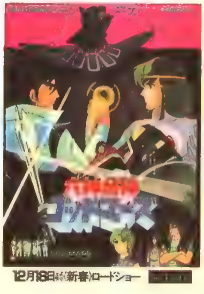
Modern-day sports stories are among the most dramatic of the Japanese genre. Tales are never told from the grandstand — the audience is bonded to the heroes or heroines and experiences their strains of training, pains of discipline, and drains from constant competition. Sporting contests can be fun, an outlet for anger or guilt, an arena for full-scale combat and revenge, or a way to prove one's worth.

Nearly every sport imaginable has been featured in *manga*, and some of the most popular stories have also been animated. Sumika Yamamoto's 1973 *manga Aim for the Ace*, which chronicled the career of Hiromi Oka in women's tennis competition, was animated as a series by Tokyo Movie during the same year and was revived as a movie in 1979 by Tokyo Movie Shinsha. *Tiger Mask*, a pro-wrestling tale drawn by Naoki Tsuji and scripted by Ikki Kajiwara, filled 14 volumes of Kodansha Comics paperbacks and inspired two series done more than a decade apart, *Tiger Mask* in 1969 and *Tiger Mask the Second* in 1981, both animated by Toei Doga.

Ikki Kajiwara also scripted what may be the most poplar sports saga of all time in Japan, *Star of the Giants*. With art by Noboru Kawasaki, *Star of the Giants* began as *manga* in 1966, and followed Hyuma Hoshi on the long and perilous path to beoming a professional baseball pitcher, from his boyhood training and school career to finally being signed by the top team in Japan, the Tokyo Yomiuri Giants and competing against the team his father was coaching, the Chunichi Dragons. The *manga* ended in 1971 when an arm injury forced Hyuma's retirement, but a legacy of 19 volumes of Kodansha Comics and three *anime* series — Tokyo Movie's *Star of the Giants* in 1968 and 1977's *New Star of the Giants* and *New Star of the Giants II* in 1979, both by

**(Continued on Page 89)**

***Cyborg 009 Galaxy:*** *Cyborg 009 and his comrades leave Earth to save ethereal Queen Tamara and to brave the deadly Dagas Corps in the 1981 Toei Doga feature film* ***Cyborg 009 — The Legend of Super Galaxy****.*

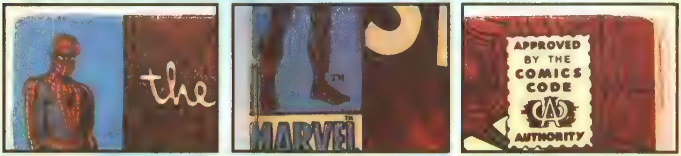



***God Mars:*** *The only thing the Tokyo Movie Shinsha series* ***God Mars*** *shared with its original manga version,* ***Mars****, was a hero with a fierce forelock whose robot happened to be an anti-proton bomb designed to destroy the world. While* ***God Mars'*** *new characters and robots were tailor-made for merchandising the show, they also helped make it one of the biggest hits of 1982, complete with 64 episodes and a feature film.*

# Photo Grading Guide

MINT: This is a perfect comic. Its cover has full luster, with its edges sharp and its pages like new. There are no signs of wear or aging. It is not imperfectly printed nor markedly off-center. "Mint" means just what it says.

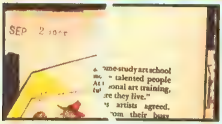
FINE: This comic book's cover is worn but flat and clean with no defacement. There is no cover writing or tape repair. Stress lines around the staples and more rounded corners are permitted. It is a good-looking issue at first glance.




GOOD: This is a complete or very worn comic book with nothing missing. Creases, minor tears, rolled spine, and cover flaking are permissable — but there is no tape or browned pages. Older Golden Age comics often come in this condition.

FAIR: This comic book may have a soiled, slightly damaged cover, badly rolled spine, cover flaking, corners gone, tears, and the like. It is an issue with multiple problems but it is intact. Tape may be present.

# Color Guide To Defects




***Stamped arrival date*** and ***off-center cover*** and ***off-center stapling.*** Minor defects. Some will not call it "mint"; some will.

***Rolled spine.*** Caused by folding back each page while reading — rather than opening the comic flat. Repeated folding permanently bent the spine. *May* be corrected, but the issue is no better than "very good."

***Water damage.*** Varies from simple page-warping to staining seen here. Less damage than this could be "very good"; this is no better than "good."

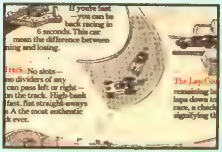
***Multiple folds and wrinkles.*** No better than "fair" condition.

The problem of grading comics accurately is one which seems to have an easy solution. Theoretically, given a set of grading rules, determining condition of a comic book should be simple. Unfortunately, flaws vary from item to item, and it can be difficult to pin one label on a particular issue.

*Comics Collector* has introduced its own grading guide as a help to those new to judging an issue's condition. Readers are invited to use this standard, and advertisers may indicate that they use *CC* standards.

In no way is reader or advertiser bound to follow this or any other standard, but each is welcome to use it as a service which can clarify terms used in collecting.

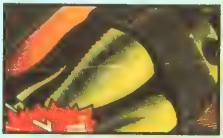
The examples shown here represent specific defects listed in each case. The condition of the individual issue as a whole is not necessarily that of the specific defect. (For example, the copy with stamped arrival date, off-center cover, and off-center staple is *not* in mint condition aside from those defects.)



***Stains.*** Can vary widely, depending on cause. These look like mud — but food, grease, and the like also stain. No better than "good."

***Chunk missing.*** Actual piece missing. Couldn't be better than "fair."

***Rusty staple.*** Caused by dampness during storage, rust stains around staples may be this minor — or may be more apparent. Couldn't be better than "very good."



***Subscription crease.*** Comics sent by mail were folded down the middle, leaving a permanent crease. Definitely no better than "very good"; probably no better than "good."

***Writing defacing cover.*** Marking can include filling in light areas or childish scribbling. No better than "good."

***Tape.*** Extreme example of tape damage. Used to show *why* tape shouldn't be used on a comic book — or *any* book — for repairs. *All* tape (even so-called "magic" tape) ages badly — as does rubber cement. *Any* tape means "fair," at best.

# Price Guide

**Comics Collector Magazine's** price guide is designed to provide information to the most recent values in the comic world. It is designed not only as a price guide but as an easy-to-use index of all the current titles. By using the abbreviations provided one can readily ascertain the leading artists involved in each issue, pertinent heroes, villains, and happenings. This format is suited to both the novice and student.

All major DC and Marvel titles are provided in their total runs, generally beginning with the mid-Fifties or Silver Age of comics, up to date. The super-hero is the main focus within the hobby and it is herein reflected. The current trends have been carefully studied and are revealed in these prices.

The prices reflect the current selling trend. Many collectors don't realize the fact that, in some regions and seasonal times, certain issues will be higher or lower than the rest of the collecting habits of the country. For instance, a certain artist might attend a convention where his work will be highly sought after and shortly thereafter the price on his art rises in that region. Economic conditions can play strong influence on prices. Areas with high unemployment will find prices dropping while other areas are rising. With the slower economic conditions, high-priced items and middle-value comics tend to drop or soften. The pristine older comic is always the exception to this. A new phenomenon has arisen in comics, this is the plethora of exciting new issues. Demand has been so great that many new issues rise in value almost immediately. Dealers' supplies diminish quickly and the values begin to climb overnight. Dealers cannot easily resupply a hot issue. This price guide reflects these new trends. No single source can provide a universally acceptable value to comics. Dealers' price lists provided a strong source, advertised buy and sell ads, auction results, and survey of comic conventions add to the compiling of the price guide.

Special mention must be given to **The Comic Book Price Guide,** by Robert M. Overstreet. This work, now in its 13th year, has been the main source of comic information. This book is a must for every collector. Doug Sulipa's **Marvel Comics Price Guide and Check List** is also recommended. Special thanks to Galaxy Comics, Norwalk, CT, Yesteryear's Collectibles, Ridgefield, CT, and Bob Sodaro for assistance in the index. Also recommended is Fantaco's **Chronicles** and the Marvel Comics indices by George Olshevsky and Tony Frutti.

THE PRICES STATED WITHIN ARE FOR NEAR-MINT COMICS. This is the most acceptable and general condition a collector desires for newer comics. The condition of comics is a must factor in comic values.

Comics collecting these days is more popular than ever with the advent of movie and television tie-ins and new titles that grow by leaps and bounds in value (such as **X-Men** and **The New Teen Titans.**) The reasons for collecting are multifold. People collect for investment (to keep the books to eventually be sold later), story, nostalgia (remember Green Lama?) or artwork and storytelling (by Frank Miller, Neal Adams, etc.) Whatever the reason, **Comics Collector** hopes you enjoy this very popular hobby in which its fandom is growing all the time.

## ARTISTS ABBREVIATIONS

NA — Neal Adams
AA — Alfredo Alcala
JA — Jim Aparo
RA — Rosa Andru
TA — Terry Austin
SA — Sergio Aragones
DA — Dan Adkins
JAb — Jack Abel
BA — Brent Anderson
MA — Murphy Anderson
MB — Matt Baker
CB — Carl Barks
CCB — C.C. Beck
FB — Frank Brunner
BB — Brian Boland
RB — Rich Buckler
PB — Pat Broderick
JB — John Buscema
JBy — John Byrne
SB — Sal Buscema
SC — Sid Check
HC — Howard Chaykin
JC — Jack Cole
LBC — L.B. Cole
JCr — Johnny Craig
DC — Dave Cockrum
GC — Gene Colan
RCo — Rich Corben
EC — Ernie Colon
DD — Dick Dillin
JD — Jack Davis
MD — Mort Drucker
JDi — Jayson Disbrow
SD — Steve Ditko
GD — Gene Day
WE — Will Eisner
BE — Bill Elder
GE — George Evans
BEv — Bill Everett
RE — Ric Estrada
AF — Al Feldstein
LF — Lou Fine
HF — Harold Foster
MF — Matt Fox
FF — Frank Frazetta
MG — Michael Golden
FG — Floyd Gottfredson
FGu — Fred Guardineer
KG — Keith Giffen
PG — Paul Gulacy
BG — Butch Guice
DGr — Dan Green
DG — Dick Giordano
MGr — Mike Grell
MGu — Mike Gustovich
KGa — Kerry Gammill
RH — Russ Heath
WH — Wayne Howard
DH — Don Heck
FH — Fred Hembeck
BH — Bob Hall
CI — Carmine Infantino
GI — Graham Ingels
JJ — Jeff Jones
KJ — Klaus Janson
JKa — Jack Kamen
MK — Mike Kaluta
GK — Gil Kane
WK — Walt Kelly
ERK — E.R. Kinstler
JK — Jack Kirby
RK — Roy Krenkel
BK — Bernie Krigstein
BL — Bob Layton
JKu — Joe Kubert
JL — Jose Luis Garcia Lopez
HK — Harvey Kurtzman
RM — Russ Manning
MM — Mort Meskin
FM — Frank Miller
RM — Ruben Moreira
PM — Pete Morisi
JM — Jim Mooney
GM — Gray Morrow
VM — Val Mayerik
FMc — Frank McLaughlin
LMc — Luke McDonnell
AM — Al Milgrom
BMc — Bob McLeod
MN — Mike Nasser
DN — Don Newton
AN — Alex Nino
HN — Howard Nostrand
KN — Kevin Nowlan
JO — Joe Orlando
BO — Bob Oksner
JOy — Jerry Ordway
RP — Rudy Palais
TP — Tom Palmer
GP — George Perez
DP — Don Perlin
MP — Mike Ploog
KP — Keith Pollard
MR — Mac Raboy
AR — Alex Raymond
LR — Louis Ravielli
NR — Nestor Redondo
FR — Frank Robbins
MR — Marshall Rogers
JSn — Jim Sherman
JR — John Romita
JR2 — John Romita, Jr.
CR — P. Craig Russell
AS — Alex Schomburg
S&S — Siegel & Shuster
S&K — Simon & Kirby
BS — Barry Smith
JS — John Stanley
JSn — Jim Starlin
JSo — Jim Steranko
SJa — Joe Staton
JSe — John Severin
WS — Walt Simonson
TS — Tom Sutton
CS — Curt Swan
PS — Paul Smith
KS — Kurt Schaffenberger
JSt — Joe Sinnott
DS — Dan Spiegle
FS — Frank Springer
BSz — Bill Sienkiewicz
AT — Angelo Torres
RT — Romeo Tanghal
ATh — Alex Toth
GT — George Tuska
HT — Herb Trimpe
FT — Frank Thorne
BWe — Bill Ward
AW — Al Williamson
BW — Basil Wolverton
WW — Wally Wood
BWr — Berni Wrightson
TY — Tom Yeates
TD — Tony DeZuniga
MZ — Mike Zeck

**Abbreviations**
A - Appearance of
C - Cameo of
D - Death of
I - Introduction of
J - Joining of
L - Leaving of
M or W - Wedding of
N - New costume
O - Origin of
R - Revival of
V - Versus
1 - First appearance of
Rep. - Reprint
Thg - Thing
BM - Batman
WW - Wonder Woman
SpM - Spider-Man

## ACTION

230-233 ..... $16.00
234 Gorilla story ..... 16.00
235-241 ..... 16.00
242 0.. 1.– A– Bramac ..... 60.00
243-247 ..... 16.00
248 Congo Bill ..... 16.00
249-250 ..... 16.00
251 Legion, Tommy Tomorrow ..... 16.00
252 0.– 1– Supergirl ..... 160.00
253 2nd A– Supergirl ..... 15.00
254 Superman R.– Bizarro ..... 25.00
255 1.– A– Bizarro Lois ..... 15.00
256-258 ..... 15.00
259 CS, red kryptonite ..... 15.00
260 ..... 15.00
261 0.– Streaky ..... 16.00
262 NA ..... 12.00
263-266 ..... 12.00
267 A– Legion ..... 12.00
268-270 ..... 10.00
271-275 ..... 9.00
276 A– Legion ..... 35.00
277-279 ..... 8.00
280 NA ..... 8.00
281-282 ..... 8.00
283 A– Legion Super Villains ..... 8.00
284 A– Mon-El ..... 12.00
285 NA, A– Legion ..... 12.00
286 A– Legion Super Villains ..... 10.00
287 A– Mon-El ..... 10.00
288 A– Mon-El ..... 10.00
289 A– Legion ..... 10.00
290 A– Legion ..... 10.00
291 NA ..... 7.00
292 A– Superbear ..... 9.00
293 0.– Superbear ..... 10.00
294-297 ..... 6.00
298 A– Legion ..... 6.00
299 ..... 6.00
300 Anniversary issue ..... 11.00
301-302 ..... 5.00
304 0.– Black Flame ..... 6.00
305 NA ..... 9.00
306-308 ..... 5.00
309 NA, A– Legion ..... 6.00
310-320 ..... 5.00
321-333 ..... 3.50
334 0.– Supergirl/pard ..... 3.50
335 ..... 3.50
336 0.– Flamebird ..... 3.50
337-339 ..... 3.50
340 0.– Parasite ..... 3.50
341-346 ..... 2.50
347 A– Supergirl ..... 6.00
348-355 ..... 2.50
356 NA, (c) ..... 3.50
357 ..... 2.50
358 NA, (c) ..... 3.50
359 NA, (c) ..... 2.50
360 Supergirl guest size ..... 6.00
361 NA, (c) ..... 2.50
362 NC, (c) ..... 2.50
363 NA (c) ..... 2.50
364 NA (c) ..... 2.50
365 Legion ..... 2.50
366 NA (c) ..... 2.50
367 NA (c) ..... 2.50
368 ..... 2.50
369 ..... 2.50
370 NA (c) ..... 2.50
371 NA (c) ..... 2.50
372 NA (c) ..... 2.50
373 NA guest supergirl ..... 2.50
374 NA (c) ..... 2.50
375 ..... 2.50
376 1.– Supergirl ..... 2.50
377 NA, Legion begins ..... 2.50
378 NA (c) ..... 2.50
379 NA (c) ..... 2.50
380-388 CS ..... 2.50
389 NA ..... 2.50
390-91 CS CS ..... 2.50
392 CS, A– Legion ..... 2.50
393 NA, A– Superman ..... 2.50
394 CS, A– Superman ..... 2.25
395 NA, A– Superman ..... 2.25
396-402 CS/NA, A– Superman ..... 2.25
403-410 CS/NA ..... 2.25
411 CS/NA, rep. – 0– Eclipso ..... 2.25
412 CS/NA ..... 2.25
413 CS/NA, Metamorphe ..... 2.25
414-418 CS/NA ..... 2.25
419 CS/NA/CI/DG, I– Human Target ..... 2.25
420 CS/NA ..... 2.25
421 CS/NA, I– Capt. Strong ..... 2.25
422 CS/NA ..... 2.25
423 CS/NA/DG, O– Human Target ..... 2.25
424 CS/NA/DG, A– Green Arrow ..... 2.25
425 CS/NA/MA/DG ..... 2.00
426-428 CS/MA ..... 1.00
429 CS/BOR ..... 1.00
430-435 CS/MA ..... 1.00
437 CI, A– guest 100 pg. ..... 1.50
438 442 CI ..... 1.00
443 MA/CI, guest 100 pg ..... 1.00
444 446 CS ..... 1.00
447 CS/RB ..... 1.00
448 CS ..... 1.00
449, R, Green Arrow ..... 1.00
450 453 ..... 1.00
454 Last Atom ..... 1.00
455-457 ..... 1.00
458 CS/MG/I – Green Arrow ..... 1.00
459-463 CS ..... 1.00
466 CS, A– Luthor ..... 1.00
467 ..... 1.00
468 CS/MC, A– Terra-Man ..... .80
469 CS ..... .80
470 CS, A– Flash, Green Lantern ..... .80
471-482 CS ..... .80
483 RB ..... .80
484 WE, 2 Superman, Lois Lane ..... .80
485 MA (c) ..... .80
486 RB ..... .80
487 O.– Atom ..... .80
488 A– Atom ..... .80
489 A– Atom ..... .80
490-496 CS ..... .80
500 CS, Superman's life story ..... 1.50
501 .50
502 508 ..... .70
509 516 ..... 1.00
510-512 ..... .60
514 CS, Y.– Bramac ..... .60
515 CS, A– Atom ..... .60
516-518 ..... .60
519 CS, A– Aquaman ..... .60
520 ..... .60
521 CS, Y.– Vann ..... .60
522 ..... .60
523 CS, A– Atom ..... .60
524 525 ..... .60
526 .50, FW, A– Neutron ..... .80
527 CS, Y.– Satanna ..... .60
528-530 CS, Y.– Bramac ..... .60
531 Y.– The Devil ..... .60
532 CS, Y.– H.I.V.E. CI Titans ..... .60
533 CS, Y.– H.I.V.E. ..... .60
534 ..... .60
535-536 JSa, A– Omega Men ..... 7.00
537 538 V.– Jackhammer ..... .60
539 DA, A– Aquaman ..... 1.50
540-541 GK, V.– Satanna ..... .60
542 CS ..... .60
543 CS, Y.– Vandal Savage ..... .60
544 CS/DA/GP/MA, 45th anniversary ..... 1.50
545 ..... .60
546 GK ..... .60
547 GK ..... .60
548 Phantom Zone ..... .60
549-550 GK ..... .60
551 GK ..... .75

## ADVENTURE

247 1.– D.– Queen of Super Heroes ..... 550.00
248-249 Green Arrow ..... 25.00
250-253 JK, Green Arrow ..... 15.00
254 JK, O.– Green Arrow ..... 35.00
255 Aquaman, Superboy, Green Arrow ..... 25.00
256 ..... 25.00
258-259 Aquaman, Superboy, Green Arrow ..... 25.00
260 O.– Aquaman ..... 30.00
261 Superboy, Green Arrow, Aquaman ..... 25.00
262 O.– Speedy ..... 24.00
263-266 Superboy, Green Arrow, Aquaman ..... 20.00
267 Legion of Super-Heroes ..... 20.00
268 Superboy, Green Arrow, Aquaman ..... 20.00
269 1.– Aquaman ..... 28.00
270 Superboy, Aquaman ..... 20.00
271-275 Superboy, Aquaman ..... 15.00
276 Superboy, Aquaman, 1.– Sun Boy ..... 15.00
277-281 Superboy, Aquaman ..... 14.00
282 Legion, I.– & O.– Starboy ..... 15.00
283 Superboy, Aquaman, I.– Phantom Zone ..... 14.00
284 Superboy, Aquaman ..... 11.00
285 Superboy, I.– Bizarro World ..... 11.00
286 Superboy, I.– Bizarro Mxyzptlk ..... 13.00
287 Superboy ..... 11.00
288 Superboy, I.– Dev-Em ..... 11.00
289 Superboy ..... 11.00
290 O & I.– Sun Boy ..... 25.00
291-292 Superboy ..... 9.00
293 I & O.– Marvel ..... 25.00
294 I.– Bizarro Marilyn Monroe ..... 10.00
295-298 Superboy ..... 9.00
299 I.– pied kryptonite ..... 10.00
300 I.– Mon-El ..... 25.00
301 I.– Bizarro, Bouncing Boy ..... 25.00
302 Legion ..... 20.00
303 Legion, I & I.– Matter Eater Lad ..... 20.00
304 Legion, O.– Lightning Lad ..... 20.00
305 Legion ..... 20.00
306 Legion, I.– Legion of Substitute Heroes ..... 15.00
307 Legion, I & I.– Element Lad ..... 15.00
308 Legion, I & I.– Lightning Lass ..... 15.00
309-310 Legion ..... 15.00
311 Legion ..... 12.00
312 I.– Lightning Lad ..... 12.00
313-314 Legion ..... 12.00
315 Legion, A.– Colossal Boy ..... 12.00
316 Legion ..... 12.00
317 Legion, I & I.– Dream Girl ..... 12.00
318-320 Legion ..... 12.00
320 Legion, A.– Dev-Em ..... 12.00
321 Legion, I.– Time Trapper ..... 10.00
322-325 Legion ..... 10.00
327 Legion, I & I.– Timber Wolf ..... 8.00
328 Legion ..... 8.00
329 Legion, I.– Legion of Super Bizarros ..... 6.00
330-339 Legion ..... 6.00
340 I.– Computo ..... 6.00
341 O.– Triplicate Girl ..... 6.00
342-345 Legion ..... 6.00
346 I & I.– Karate Kid ..... 7.00
347 Legion ..... 5.00
348 I & I.– Dr. Regulus ..... 6.00
349 I.– Universo & Rondivian ..... 6.00
350 Legion ..... 5.00
351 I.– White Witch ..... 6.00
352 Legion ..... 4.00
353 D.– Ferro Lad ..... 7.00
354 Legion Shadow Lass ..... 5.00
355 I.– Invisible Kid ..... 7.00
356-364 Legion ..... 4.00
365 NA, I.– Shadow Lass ..... 5.00
366 NA, C.– Legion ..... 4.00
367 NA, C.– New Headquarters ..... 4.00
368-369 NA, Legion ..... 4.00
370 Legion ..... 4.00
371 NA, Legion, I.– Chemical King ..... 5.00
372 NA, Legion, I.– Chemical King ..... 4.00
373 Legion ..... 4.00
374 Legion ..... 3.50
375 NA, Legion, I.– Quantum Queen ..... 5.00
376 NA, Legion ..... 3.50
377-379 NA, (c) Legion ..... 3.50
380 Legion ..... 3.50
381 NA (c) Supergirl begins ..... 2.00
382 NA, (c) ..... 2.00
383 NA, (c) MA ..... 2.00
384-389 ..... 2.00
390 guest ..... 4.00
391-398 ..... 2.00
399 CI, Black Canary ..... 2.00
400 ..... 2.00
401-402 ..... 1.50
403 guest ..... 4.00
404-408 ..... 1.50
409 DG (c) ..... 1.50
410 ..... 1.50
411 CI Animal Men ..... 1.00
412 ..... 1.00
413 GM/JSa, (rep.) Hawkman ..... 1.00
414-415 GM ..... 1.00
416 GI, women issue ..... .75
417 FR, Frazetta art ..... 1.75
418-419 ATh, Black Canary ..... 1.00
429-421 ..... .75
422 GM ..... .75
423-424 ..... .75
425 AM/ATh, O.– Capt. Fear ..... 2.00
426 AM/ATh, I.– Phantom ..... .75
427 JA/AM ..... .75
428 ATh, Black Orchid ..... .75
429 AM ..... .75
430 ..... .75
431 JA/ATh, Spectre ..... 1.00
432-433 JA/AM ..... .75
434 JA ..... .75
435-437 JA/WG ..... .75
438 JA/NC? Soldiers ..... .75
439 JA ..... .75
440, D.– new Spectre ..... .75
441-444 JA ..... .75
445-446 JA/Sa, (c) ..... .75
447 JA/Sa, (c) Creeper ..... .75
448 JA, Aquaman quits throne ..... .75
449 JA/Sa, (c) Fate, Fever Tyrra ..... .75
450 JA/MN/LA, A.– Supergirl ..... .75
451 JA/MN/LA, A.– Hawkman ..... .75
452 JA, A.– Aquaman ..... .75
453 MA, JA, (c) ..... .75
454-455 JA ..... .75
456 JA ..... .75
457 JA/Sa, Mighty Girl ..... .75
458 JO/JSa ..... .75
459 JA/DN/JSa ..... .75
460 SA/DN/JSa, D.– Darkseid ..... .50
461 JA/DN/JSa, D.– JSA ..... .50
462 JSa/JL/DG, D.– E-2 Batman ..... .50
463 JSa/FMc/A, DN ..... .50
464 JSa/DN/JL, Shadman ..... .50
465 DN/JSa/DG/R ..... .50
466 DN/JSa/DG ..... .50
467 DC/DG/JSa, – new Starman ..... .75
468-470 SD/JSa ..... .50
471 SD/DG/JSa ..... .50
472-474 SD/JSa ..... .50
475-477 SD/DG/JSa ..... .50
478-485 SD/DG, (p), JSa ..... .75
486 ..... .75
487-488 CI ..... .75
489-490 ..... .75
491 agent sue begins ON (p) ..... 1.00
492 ON (p) ..... 1.00
493-503 ..... 1.00

## ALL-STAR COMICS

58 regrouping of JSA, I.– Power Girl ..... 1.25
59 A.– Brain Wave, RE/WW ..... 1.00
60-61 RC/WW ..... 2.50
62-63 AG/WW, A.– E-2 Superman ..... 1.00
64 WW, A.– Shining Knight, Superman ..... 1.00
65 WW, A.– E-2 Superman ..... 1.00
66 JSa/BL, A.– Injustice Society ..... 75
67 JSa/BL, A.– Green Lantern/Arrow ..... 75
68 JSa/BL, A.– E-2 Superman ..... 75
70 JSa/BL, enter Huntress ..... 1.00
71 JSa/BL ..... .75
72 JSa/BL, I.– Huntress ..... 1.00
73-74 JSa (p) ..... .75

## ALL-STAR SQUADRON

1 RB/AM/JSa, app. Iv. Intro Dannette Rixey ..... $1.50
2 RB/KP, Robotman ..... 1.00
3 RB/KP, end Degaton Solomon Grundy ..... 1.00
4 RB/KP, JSA app. ..... 5.00
5 RB/KP, intro. Firebrand ..... 1.00
6 RB/KP, (c) Hawkgirl ..... .75
7 KP/(c), JSA disbands ..... .75
8 DN/KP, Steel app. ..... .75
9 DN/KP, A. Steel, Baron Blitzkrieg ..... .75
10 KP, (c), Fact File ..... .75
11 KP, (c) ..... .75
12 KP, (c), Dr. Mister ..... .75
13 KP/(c) JLA crossover begins ..... .75
14 KP/(c), JLA crossover ..... .75
15 KP, WW ..... .75
16-17 Robertson trial ..... .75
18 Tatarrabia app. ..... .75
19 JSA, Brainwave ..... .75
20 KP/JSA, Brainwave ..... .75
21 KP, A.– JSA, V.– Deathbolt ..... .75
22 KP ..... .75
23 KP, Amazing-Man, Ultraa, Dr. Fate ..... .75
24-24 ..... 60
26 KP, Infinity Inc. ..... 60
27 Spectre ..... 60
28 KP, Spectre ..... 60
29 KP, retold story ..... .75
#2 AT, JSA ..... 1.00
Annual 1.– KP/(c), O.– GA, Atom ..... 1.25

## AMETHYST

1 origin ..... $1.25
2 3 ..... 1.00
3 EC, Doris Opal, Granch, Cobrina ..... 1.00
4 6 EC ..... 1.00
7 8 EC ..... 1.00
8 EC, O.Gemworld ..... 1.00
9 EC, V.Yarn ..... 1.00
10-12 EC ..... .75

## AQUAMAN

1 I.– Quisp ..... $40.00
2 3 ..... 15.00
4 5 ..... 7.50
11 I.– Mera ..... 4.00
12-17 ..... 4.00
18 N.– Aquaman/Mera ..... 4.00
20 ..... 4.00
21-22 ..... 3.00
23 I.– Aquababy ..... 3.00
24-28 ..... 3.00
29 I.– Ocean Master ..... 4.00
30 ..... 2.50
31 ..... 2.25
32 I.– Aqua-Girl ..... 2.00
34-35 ..... 2.75
40-41 JA ..... 2.75
48 JA, O.– rep ..... 2.50
49 JA ..... 2.75
50-52 JA/NA, A.– Deadman ..... 10.00
53-57 JA ..... 1.50
58 JA, A.– Aquaman ..... 1.75
59 JA ..... .75
60 DN ..... .75
61 DN, A.– BM, Green Lantern ..... .75
62-63 DN ..... .75

## ARAK

1 EC, O.– Arak ..... $1.50
2 EC, I.– Lord Hessa ..... 1.00
3 EC, I.– Iron Maiden ..... 1.00
4 EC, A.– Peabody ..... 1.00
5 EC, I.– Bedpiqqer ..... 1.00
6 EC, I.– vampires ..... 1.00
7 EC, A.– The Pure ..... .75
8 EC, A.– Elder Pure ..... .75
9 EC ..... .75
10 EC/AA, I.– Capt. Brutus ..... .75
11 EC/AA, I.– harpies ..... .75
12 EC/AA, I.– Satyricus ..... .75
13 AA, I.– Solo-Valla ..... .75
14 AA, I.– Lachess ..... .75
15 A.– Valla ..... .75
16 AA, A.– Men beast ..... .75
17 AA, A.– Valla ..... .75
18 AA, A.– Hakkon ..... .75
19 AA, A.– Johannes ..... .75
20 AA ..... .60
21 AA, A.– Valla ..... .60
22 AA ..... .60
23 AA, A.– Beplegger ..... .60
25 ..... .60
26 ..... .60
27 AA, Dyrana ..... .60
28 Cult of Artemes ..... .60
29 Y Baledor ..... .75

## ARION

1 JDu ..... $1.75
2-3 JDu ..... .75
4 JDu, O.– Arion ..... .75
5 JDu ..... .75
6 JDu ..... .75
7 12 ..... .60
13 JDu ..... .60
14 JDu Mail ..... .60
15 JDu Mail ..... .75

## ATARI FORCE

q060 1 JL ..... $1.50
2-7 ..... 1.00

## ATOM, THE

1 MA/GK ..... $38.00
2 MA/GK ..... 17.00
3 MA/GK, I.– O.– Chronos ..... 15.00
4 MA/GK, A.– Snapper Carr ..... 9.00
5 MA/GK ..... 9.00
6 MA/GK ..... 7.00
7 MA/GK, A.– Hawkman ..... 7.00
8 MA/GK, A.– JLA ..... 7.00
9-10 MA/GK ..... 7.00
11 I.B MA/GK ..... 3.50
19 MA/GK, A.– Zatanna ..... 3.50
20 MA/GK ..... 3.50
21 25 MA/GK ..... 2.50
26-30 GK ..... 2.50
31 MA/GK, A.– Hawkman ..... 2.50
32-35 MA/GK ..... 2.50
36 GK ..... 2.50
37 MA/GK, I.– Major Mynah ..... 2.50
38 ..... 2.50

## BATMAN

111-120 ..... $15.00
121-126 ..... 15.00
127 A.– Superman ..... 16.00
128-131 ..... 15.00
132 I.– 2nd BM ..... 12.00
133-134 ..... 10.00
134 0.– I.– dummy ..... 11.00
135-138 ..... 11.00
139 I.– ed Batgirl ..... 12.00
140 ..... 11.00
141-150 ..... 8.00
151-163 ..... 5.00
164 D.C. Mystery Analysts ..... 5.00
165-170 CI ..... 5.00
171 D.– A.– Robber ..... 8.00
172-175 CI ..... 4.00
176 guest rep. ..... 6.00
177-180 CI ..... 3.50
181 CI, poster ..... 3.50
182 guest rep. ..... 3.00
183-184 CI ..... 2.50
185 guest rep ..... 3.00
186 ..... 2.50
187 guest rep ..... 3.00
188-192 CI ..... 2.50
193 guest rep ..... 3.00
194-196 CI ..... 1.75
197 CI, N.– Batgirl ..... 1.75
198 guest rep ..... 2.00
199-212 ..... 1.75
200 NA, O.– retold ..... 2.00
201 ..... 1.50
202 guest ..... 1.50
203 NA ..... 2.00
204-207 ..... 1.75
208 GK, guest ..... 2.00
209 ..... 1.75
210 NA ..... 2.00
211-212 ..... 1.00
213 guest, O.– Alfred ..... 1.50
214-215 ..... 1.00
216 Pennyworth ..... 1.00
217 NA ..... 1.25
218 MA, guest ..... 1.50
219 NA ..... 1.00
220 NA ..... 1.25
221 NA ..... 1.25
222 NA, Beatles ..... 1.50
223 MA, guest ..... 1.50
224-227 NA ..... 1.25
228 MA, guest ..... 1.50
229-230 NA ..... 1.25
231 ..... 1.00
232 NA/DG, I.– Ra's al Ghul (O– BM) ..... 6.00
233 guest ..... 1.50
234 NA/DG ..... 1.00
235 CI ..... .60
236 NA ..... 1.25
237 NA ..... 1.00
238 NA/(c)/JKg, guest ..... 1.50
239-241 NA/RB ..... 1.00
242 RB/MM ..... .75
243 NA/DG (A–) Ra's al Ghul ..... 6.00
244 NA/DG (A–) Ra's al Ghul ..... 6.00
245 NA (C– P), JM/DG, Robin, JM/FMc, Robo ..... 6.00
246-247 ..... .75
248 MM, (C–), DG, (I–) ..... .75
249 DC ..... .75
250 JM/DG ..... .75
251 NA, A– Joker ..... 6.00
252 ..... .75
253 MM, (C–), JM/DG (A–) Shadow ..... .75
254 MA/GK, 100 pg. ..... .50
255 CR/CI/NA/DG, (A–) Anthony Wayne ..... 4.50
256 ..... .50
257 JM/DG, (A–) Penguin 100 pg. ..... 1.50
258 RB/DG/AZ, Two-Face 100 pg. rep. ..... 1.50
259 GK/JM/DG, Shadow (A–) ..... .50
260 ..... .50
261 CI/GK, 100 pg. ..... .50
262 ..... .50
263 DG ..... .75
264 ..... .75
265 RB/DG/BWi ..... .75
266 DG, A.– Catwoman ..... .75
267 DG, (I–) ..... .75
268-270 ..... .75
271 DG ..... .75
272 ..... .75
273-283 ..... .75
284 JA ..... .75
285 ..... .75
286 JA ..... .75
287 MGL, (P) A.– Penguin ..... .75
288 MGL, (P) A.– Penguin ..... .75
289 MM/RB/MGL (P) Joker (A–) ..... .75
290 ..... .75
291 JA ..... .75
292 A.– Riddler ..... .75
293 JA, (A–) Superman & Lex Luthor ..... .75
294 JA (A–) Joker ..... .75
295 JA/MG ..... .75
296 ..... .75
297 RB, (P) JA, Mad Hatter (A–) ..... .75
298 ..... .75
299 JA ..... .75
300 DG/WS, last BM story ..... 1.00
301 302 JA ..... 1.00
303 JA/MG ..... .75
304 JA ..... .75
305 JA/DN ..... .75
306 JA/DN ..... .75
307-309 JA ..... .75
310 Riu ..... .75
311 312 WS/DG ..... .75
312 WS/DG, Calendar Man ..... .75

313 JL/Thc; A+ Tree-Face ..... 75
314 JL ..... 75
315 DG ..... 75
316 DG ..... 75
317 Flhc; A+ Riddler ..... 75
318 JL ..... 75
319 Rob ..... 75
320 BWr ..... 75
321 WS ..... 75
322 JL ..... 75
323 A+ Catwoman ..... 75
324 JA; A+ Catman ..... 75
325 JA ..... 75
326 JT/Alx/Flhc; Hugo Strange ..... 75
327 Rlx/DN/Flhc; Commissioner ..... 75
328 JV/Flhc; A+ Two Face ..... 75
329 JL ..... 75
331 JL/DN/Flhc; Commissioner ..... 75
332 JL/DN; A+ Ra's al Ghul ..... 75
333 JL/DN ..... 75
334 JV/JS1/Flhc; A+ Ra's al Ghul ..... 75
335 JA ..... 75
336 JL/Flhc; Loser Villains ..... 75
337 JL/DN; Robin ..... 75
338 JL/DN ..... 75
339 ..... 75
340 JA/GC; A+ Mole ..... 75
341 JA ..... 75
342 ..... 75
343 GC/JV; ..... 75
344 GC/JL; A+ Poison Ivy ..... 75
345-347 ..... 75
348 GC/JL; A+ Man-Bat ..... 75
349 GC/JA; A+ Catwoman ..... 75
350 GC/JD; Catwoman ..... 75
351 GC/JD; A+ BM, Vampire ..... 60
352 ..... 60
353 JL/GC/GA; A+ Joker ..... 60
354 DN/JA; A+ Hugo Strange ..... 60
355 DN/AA; A+ Catwoman ..... 60
356 DG/DN; A+ Hugo Strange ..... 60
357 DN/AA; Robin ..... 60
358 ..... 60
359 DG; A+ King Croc ..... 60
360 ..... 60
361 DN; A+ Man-Bat ..... 60
362 ..... 60
363 ..... 60
364 DN, AA, 1000 Faces ..... 60
365 DN, AA; Cheetah ..... 60
366 DN, AA; Riddler ..... 60
367 DN, AA; Poison Ivy ..... 75

**BATMAN ANNUAL**

1 GC ..... $35.00
2 ..... 15.00
3 ..... 10.00
4-7 ..... 7.50
8 A+ Ra's al Ghul ..... 7.00

**BATMAN & THE OUTSIDERS**

1 A+ Outsiders ..... $2.00
2 ..... 1.25
3 JA Agent Orange ..... 1.00
4 JA; A+ Creeper ..... 1.00
5 JA; A+ Arsenal Teen Titans ..... 1.00
6 JA; Cryonic Man ..... 1.00

**BLACKHAWK**

164 O—retold ..... $4.00
165-188 ..... 2.00
189 O— retold ..... 2.50
190 ..... 2.00
191-196 ..... 1.50
197 new look ..... 7.75
198 O— retold ..... 2.00
199 ..... 1.50
200-202 ..... 1.50
203 O— Chop-Chop ..... 1.50
204-209 ..... 1.50
210 Combat Diary begins ..... 1.50
211-227 ..... 1.50
228 C— Superman ..... 1.50
229-249 ..... 1.50
244 Rlx, (C—) ..... 1.00
245-249 JBy ..... 1.00
250 Rlx/Check illos ..... 1.00
251 Rlx new series begins ..... 60
252 Rlx ..... 60
253-256 DS ..... 60
257 DS, A+ monster ..... 60
258 DS, V+ ..... 60
259 ..... 60
260 JS ..... 60
261 DS, (C—) Domino ..... 60
262-264 ..... 60
265 DS, lose member ..... 60
266 DS, lose member ..... 75

**BRAVE AND THE BOLD**

1 Rlx, Viking Prince ..... $400.00
2 ..... 175.00
3-4 ..... 100.00
5 Robin Hood (B) ..... 100.00
6-10 Rlx, Robin Hood (A) ..... 75.00
11-22 ..... 50.00
23 Rlx, Viking Prince (O) (A) ..... 60.00
24 Rlx, Viking Prince— end ..... 60.00
25-27 Suicide Squad (A) ..... 17.00
28 Rlx, A+ Doctor Carr ..... 300.00
29-30 A+ Justice League ..... 120.00
31-33 A+ Cave Carson ..... 12.00
34 Rlx, (O) Hawkman ..... 50.00
35 Rlx, Hawkman (A) ..... 22.00
36 Rlx, O— Shadow Thief ..... 22.00
37-39 Suicide Squad ..... 10.00
40 Rlx, Cave Carson ..... 12.00
41 Cave Carson (A) ..... 12.00
42-44 Rlx, Hawkman (A) ..... 15.00
45-49 O, Suicide Squad ..... 4.00
50 Green Arrow ..... 6.00
51 Aquaman ..... 4.00
52 Rlx, Sgt. Rock ..... 4.00
53 ATh, Alien & Flash ..... 6.00
54 L— Teen Titans ..... 22.00
55 Metal Men ..... 4.00
56 Flash ..... 4.00
57 (O) (I) Metamorpho ..... 5.00
58 Metamorpho ..... 4.00
59 BM ..... 4.00
60 L— Teen Titans ..... 12.00
61-62 Rlx, Samurai ..... 5.00
63 Supergirl ..... 1.00
64 BM/Ecloso ..... 3.00
65 DD/Flhc, Doom Patrol ..... 3.00
66 Metamorpho ..... 3.00
67 GL/BM/Flash ..... 3.00
68 BM/Metamorpho ..... 3.00
69 BM/Green Lantern ..... 3.00
70 BM/Hawkman ..... 3.00
71 BM/Green Arrow ..... 3.50
72 CI, Spectre ..... 3.00
73 Aquaman & Atom ..... 3.00
74 BM/Metal Men ..... 3.00
75 BM/The Spectre ..... 3.00
76 BM/Plastic Man ..... 3.00
77 BM/Atom ..... 3.00
78 BM/WW ..... 3.00
79 Na, BM, Deadman ..... 12.00
80 Na, BM, Creeper ..... 10.00
81 NA, BM/Flash ..... 10.00
82 NA, O— Doom Master ..... 10.00
83 NA, BM/Teen Titans ..... 15.00
84 NA, BM/Rock ..... 10.00
85 NA, BM/Green Arrow ..... 11.00
86 NA, BM/Deadman ..... 10.00
87 NA/BM ..... 2.50
88 BM/Wildcat ..... 2.50
89 NA, BM/Phantom Stranger ..... 2.50
90 BM/Adam Strange ..... 2.50
91 BM/Black Canary ..... 2.50
92 (I) BM/Bat Squad ..... 2.50
93 NA, BM/House of Mystery ..... 8.00
94 NC, BM/Teen Titans ..... 4.00
95 BM/Plastic Man ..... 2.25
96 BM/Sgt. Rock ..... 2.25
97 NC (I) BM/Wildcat ..... 2.50
98 BM/Hawkman ..... 2.50
99 NC, BM ..... 2.25
100 NA, BM/Deadman ..... 2.50
101 A, BM ..... 1.50
102 NA, BM/Green Arrow ..... 1.75
103 A, BM/Black Canary ..... 1.50
104 BM/Sgt. Rock ..... 1.50
105 A, BM/Demon ..... 1.50
110 A, BM/Hawkman (68 pgs.) ..... 1.00
121 A, BM/Metal Men ..... 1.00
122 NC, BM/Swamp Thing ..... 1.25
123 A, BM/Phantom Stranger ..... 1.25
124 A, BM/Sgt. Rock ..... 1.00
125 A, BM ..... 1.00
126 A, BM/Aquaman ..... 1.00
127 A, BM/Wildcat ..... 1.00
128 A, BM/Mr. Miracle ..... 1.00
129-130 BM/Green Arrow ..... 1.25
131 A, BM/WW ..... 1.00
132 A, BM/Kung Fu Fighter ..... 1.00
133 A, BM/Deadman ..... 1.00
134 A, BM/Green Lantern ..... 1.00
135 A, BM/Metal Men ..... 1.00
136 A, BM/Metal Men/Green Arrow ..... 1.25
137 BM/The Demon ..... 1.00
138 A, BM/Mr. Miracle ..... 1.00
139 A, BM/Hawkman ..... 1.00
140 A, BM/Flash ..... 1.00
141 A, BM/Canary vs. The Joker ..... 1.00
142 A, BM/Aquaman ..... 1.00
143 A, O— Human Target ..... 1.00
144 A, BM/Green Arrow ..... 1.00
145 A, BM/Phantom Stranger ..... 1.00
146 A, L I BM ..... 1.00
147 A, I— Dr. Light ..... 1.00
148 Xbx/A, BM/Plastic Man ..... 1.00
149 A, BM/Teen Titans ..... 1.25
150 A, BM/Superman ..... 1.75
151 A, BM/Flash ..... 1.00
152 A, BM/Atom ..... 1.00
153 DN (P), BM/Red Tornado ..... 1.75
154 A, BM/Metamorpho ..... 1.00
155 A, BM/Green Lantern ..... 1.75
156 DN (P), BM/Dr. Fate ..... 1.75
157 A, BM/Kamandi ..... 1.75
158 A, BM/Spectre ..... 1.75
159 A, BM/Ra's al Ghul ..... 1.75
160 A, BM/Supergirl ..... 1.75
161 A, BM/Green Arrow ..... 1.75
162 A, BM/Sgt. Rock ..... 1.75
163 DG, BM/Black Lightning ..... 1.75
164 A, (P), BM/Hawkman ..... 1.75
165 DN (P), BM/Man-Bat ..... 1.75
166 DS/TA, I— Nemesis ..... 1.75
167 DC/DN, BM/Blackhawk ..... 1.75
168 A, BM/Green Arrow ..... 1.75
169 A, BM/Zatanna ..... 1.75
170 A, BM/Batman ..... 1.75
171 A/GC, BM/Scalphunter ..... 1.75
172 A, (P), BM/Firestorm ..... 1.75
173 A, BM/Guardians ..... 1.75
174 A, BM/Metal Men/Letters ..... 1.75
175 A, BM/Lois Lane ..... 1.75
176 A, BM/Creeper ..... 1.75
177 A, BM/Elongated Man ..... 1.75
178 A, BM/Creeper ..... 1.75
179 A, BM/Hawkman ..... 1.75
180 A, BM/Spectre; Nemesis ..... 1.75
181 A, BM/Newt & Dove; Nemesis ..... 1.75
182 A, BM/E-2 Robin ..... 1.75
183 A, BM/Phantom Nemesis ..... 1.75
184 A, BM/Huntress ..... 1.75
185 BM/Green Lantern ..... 1.75
186 A, BM/Hawkman (A) Nemesis ..... 1.75
187 A, BM/Metal Men; (A) Nemesis ..... 1.75
188 A, BM/Green Arrow; (A) Nemesis ..... 1.75
189 A, BM/Thorn; (A) Nemesis ..... 1.75
190 A, BM/Adam Strange; (A) Nemesis ..... 1.50
191 A, BM/Joker; Nemesis (A) ..... 1.50
192 A, W— Mr. X ..... 2.00
193 A, BM D— Nemesis ..... 60
194 A, BM/Titans ..... 60
195 A, BM/I, V/Vampire ..... 60
196 A, BM/Superman ..... 60
197 A, BM/Catwoman ..... 60
198 A, BM/Karate Kid ..... 60
199 A, BM/Spectre ..... 60
200 A, I— Outsiders ..... 1.50

**CAPTAIN ATOM**

1 BA, A— Superman, Starro ..... $1.50
2 AA (I) ..... 1.00
3 A— Fragilla ..... 1.00
4 A— Mudd ..... 75
5 A— Oklahoma Scenes ..... 75
6 Intro pr/Flhc ..... 1.25
7-12 ..... 75
13 A— Little Cheese ..... 75
14-15 Justa Lotta Enemies ..... 60

**DC COMICS PRESENTS**

All have Superman ..... 2.50
1 A/DN, Flash ..... $3.00
2 A/DA, Flash ..... 2.00
3 A, Adam Strange ..... 2.00
4 A, Metal Men A— Mr. IQ ..... 2.00
5 BMA, Nemesis ..... 2.00
6 CG, Green Lantern ..... 1.75
7 DG, Flash Nemesis ..... 1.75
8 BMA, Swamp Thing ..... 2.00
9 BA, WW ..... 1.75
10 JSa, Sgt. Rock ..... 1.75
11 JSa, Hawkmoon ..... 1.25
12 RB/DG, Mr. Miracle ..... 1.25
13 DD/DG, Legion ..... 2.50
14 DD/DG, Legion ..... 1.25
15 JSa, Atom ..... 1.25
16 JSa, Black Lightning ..... 1.25
17 A, Firestorm ..... 1.25
18 DD, Zatanna ..... 1.25
19 Jsa, Batman ..... 1.25
20 JL, Green Arrow ..... 1.50
21 JSa, Elongated Man ..... 1.00
22 DD/Flhc, Capt. Comet ..... 1.00
23 JSa, Dr Fate ..... 1.00
24 A, Deadman ..... 1.00
25 DD/Flhc, Phantom Stranger ..... 1.00
26 CP/DD/Flhc, I— New Teen Titans/
Green Lantern ..... 20.00
27 DA, I— Metamorpho ..... 1.00
28 JSn/RT/DA, A— Mongul ..... 1.00
29 JSn/RT, Spectre ..... 1.00
30 GC/RT/I— Atom ..... 1.00
31 DA/RT, Batman ..... 1.00
32 KG, WW ..... 1.00
33 RB/DG, Capt. Marvel ..... 1.00
34 RB/DG, Marvel Family ..... 1.00
35 CS, Wm-Bat ..... 1.00
36 RB, Shazam ..... 1.00
37 JSn/RT, Hawkgirl ..... 1.00
38 DH, D— Crimson Avenger ..... 1.00
39 JSn, A— Kamandi ..... 1.00
40 JV/Flhc, Metamorpho ..... 1.00
41 GC/RT/I— Atom ..... 1.00
42 JV/Flhc, Unknown Soldier ..... 75
43 CS, Legion ..... 75
44 JV/Flhc, Dial "H" For Hero ..... 75
45 HH, Firestorm ..... 75
46 I— Good Guardians ..... 1.00
47 CS, I— Masters of the Universe ..... 1.00
48 AA/JV/Flhc, Aquaman ..... 75
49 HH, Capt. Marvel ..... 75
50 CS, Stars And GI's ..... 75
51 Flhc, Atom (I) A— Yar-El ..... 75
52 KG, Doom Patrol, KG (p) A— Ambush Bug ..... 75
53 CS/TF, House of Mystery I— Mars Force ..... 1.75
54 DM/DA, Green Arrow A— Black Canary ..... 1.25
55 Air Wave A— Superboy, Parasite ..... 75
56 CS, Power Girl CS (p) ..... 75
57 Atomic Knights ..... 60
58 CS, Robin/Enlarged Man ..... 60
59 KG, Asteroid Boy ..... 60
60-62 ..... 60
63 DS Anniversary ..... 60
64 Kamandi ..... 60
65 GM, Metamorpho Xanadu ..... 75

**DC COMICS PRESENTS ANNUAL**

1 RB, Superman & E-2 Superman ..... $1.00
2 KP, DM/JSn ..... 1.00

**DC GRAPHIC NOVEL**

1 R, I— Star Raiders ..... 5.95

**DC SPECIAL**

All issues 1pg ..... $2.00
1 CI, Flash/BM/Adam Strange ..... 3.00
2 Teen ..... 1.25
3 GA, Black Canary ..... 2.50
4 mystery ..... 2.00
5 Rlx, Viking Prince/Sgt. Rock ..... 2.00
6 Wild Frontier ..... 2.00
7 Strange Sports ..... 2.00
8 Weird ..... 2.00
9 Strange Sports ..... 2.00
10 Jaw ..... 2.00
11 RA/Wnr; monsters ..... 2.00
12 Rlx, Viking Prince ..... 2.00
13 Strange Sports ..... 1.50
14 Warfare ..... 1.50
15 GA, Plastic Man O— ..... 1.50
16 Superheroes Battle Super-Gorillas ..... 1.50
17 Green Lantern ..... 1.50
18 Earth Shaking Stories ..... 1.50
19 War against Giants ..... 1.50
20 Green Lantern ..... 2.00
21 War against Monsters ..... 1.50
22-25 Three Musketeers ..... 1.50
26 Enemy Ace ..... 1.50
27 RB/JK, Spartan Comet ..... 1.50
28 DN/GA, Earth disasters ..... 2.00
29 Rlx/Blk, origin ..... 2.00

**DC SPECIAL SERIES**

1 MM/RT/DD/Bl/Flhc; A— Fire Star ..... 2.00
2 BWr, A— Swamp Thing Rep. ..... 1.75
3 Wra, A— Sgt. Rock ..... 1.75
4 Unexpected Annual ..... 1.50
5 A— Superman A— Luthor, Brainiac ..... 1.50
6 GA, R.A.— Super Villains ..... 1.50
7 A— Ghosts ..... 1.50
8 RE/DG, A— Brave & Bold ..... 1.50
9 SD/RV/DAy, A— Wnr ..... 1.50
10 MM, A— Super Heroes ..... 1.50
11 AG/GA/DG/MM/WW, A— Flash ..... 1.50
12 Secrets of Haunted House ..... 1.50
13 Sgt. Rock ..... 1.50
14 Swamp Thing rep ..... 1.50
15 MM/JR/MD/DG/WR, BM A— Ra's al Ghul ..... 1.50
16 RN, D— Isnah Hex ..... 1.50
17 Swamp Thing rep ..... 1.50
18 Digest Size Sgt. Rock ..... 1.50
19 Digest Size Secret Origins/New D— WW ..... 1.50
20 Swamp Thing rep. ..... 1.50
21 FM/JL/SL/DG/Day/RT/DA, A— Man Legion ..... 6.00
22 CI, Combat ..... 1.00
23 digest size Flash ..... 1.00
24 Superman II Photo Album ..... 1.00
25 RA/RT, Superman/Fortress of Solitude ..... 3.00
26 A/GL/DG, DN vs. Hulk ..... 2.50
27 ..... 1.25

**DC SUPER STARS**

1 Teen Titans rep ..... $2.50
2 DC Super Stars of Space ..... 1.00
3 CS, Superman ..... 2.00
4 DC Super Stars of Space A— Adam Strange ..... 1.00
5 Flash rep ..... 1.00
6 Super Stars of Space Captain Comet/Adam Strange ..... 1.00
7 Aquaman rep ..... 1.00
8 Adam Strange ..... 1.00
9 Superman/Nightshawk ..... 1.00
10 Strange Sports ..... 1.00
11 Magic ..... 1.00
12 CS/MA, Superboy ..... 1.00
13 Aragones C/A— ..... 1.00
14 DA/JR, Secret Origins ..... 1.00
15 RB/BA, War Heroes/Robert C— ..... 1.00
16 DN/JR, L— Star Hunters ..... 1.50
17 ESa/JR, Secret O— I Huntress ..... 2.00
18 RT/DG, Deadman & Phantom Stranger ..... 1.50
19 ..... 1.25

**DETECTIVE COMICS**

225 O,IA— Tomb Fiend ..... $75.00
226 ..... 75.00
227 ..... 60.00
228 ..... 55.00
229 ..... 55.00
230 L— A— Martian Manhunter ..... 75.00
231 O— Martian Manhunter ..... 35.00
232 ..... 25.00
233 O & A— Batwoman ..... 50.00
234-240 ..... 25.00
241-260 ..... 22.00
261-264 ..... 15.00
265 O— Bat retold ..... 22.00
266 ..... 15.00
267 O— Bat-Mite ..... 22.00
268-269 ..... 15.00
270-280 ..... 12.00
281-292 ..... 7.00
293 BK, Aquaman begins ..... 7.00
294-297 ..... 7.00
298 I— Captive ..... 10.00
299 ..... 7.00
300 ..... 9.00
301-326 ..... 5.00
327 25th anniversary symbol (Copy 1) (F) ..... 6.00
328 O— Alfred ..... 6.00
329-330 ..... 5.00
331-342 ..... 3.50
343 BK/CI, Elongated Man ..... 3.50
344 ..... 3.50
345 CI, Elongated Man ..... 3.50
346 ..... 3.50
347 CI, Elongated Man ..... 3.50
348 BK/CI/JK (C), Elongated Man ..... 3.50
349 CI, Blockbuster app JK (c) ..... 3.50
350 BK/CI, Elongated Man costume change ..... 3.50
351 CI (P), Elongated Man ..... 3.50
352 BK (P), Elongated Man CI ..... 3.50
353 ..... 3.50
354 BK (P), Elongated Man (CI) ..... 3.50
355 CI (P), Elongated Man ..... 3.50
356 BK, Outsider app - Alfred ..... 3.50
357 ..... 3.50
358 BK, Elongated Man ..... 3.50
359 I— new Batgirl ..... 4.00
360 ..... 3.50
361 CI, I— ..... 3.00
362 BK, Riddler app CI Elongated Man ..... 3.50
363 CI (P), Elongated Man Batgirl app. ..... 3.50
364 BK, Riddler app./Elongated Man (R) ..... 3.50
365 ..... 3.50
366 CA (P), Elongated Man ..... 3.50
367 CA (P), Elongated Man ..... 3.50
368 BK (P), Elongated Man (Atom Chronos app.) ..... 3.50
369 CA (P), Elongated Man (NA) ..... 10.00
370 BK (P) CA (P), Elongated Man ..... 3.50
371 CA (P), Elongated Man ..... 2.75
372 BK (P) CA (P), Elongated Man ..... 2.75
373 Mr, Freeze app CI (P)/GAP Elongated Man ..... 2.75
374 CA (P), Elongated Man ..... 2.75
375 CI (P), Elongated Man ..... 2.75
376 ..... 2.75
377 Riddler app. MA (P) Elongated Man ..... 2.75
378 Elongated Man ..... 2.75
379 Elongated Man CI (P), Batgirl NA (C) ..... 2.75
380 Elongated Man ..... 2.75
381-383 ..... 2.75
384 GK (P)/MA (I), Batgirl ..... 2.75
385 GK (P)/MA (I), Batgirl ..... 2.75
386 ..... 2.75
387 (R)(A) P, Robin rep I— ..... 8.00
388 Joker Ap GK (P)/MA (I), Batgirl ..... 2.75
389 GK (P), Batgirl ..... 2.75
390 GK (P)/MA (I), Batgirl ..... 2.75
391-394 GK (P)/MA (I), Batgirl NA (C) ..... 2.75
395 NA (DC)/DG (I)/GK-MA ..... 7.50
396 GK, Batgirl NA (C) ..... 2.75
397 ..... 7.50
398 ..... 2.75
399 GK, Robin NA (C) ..... 2.50
400 NA/GC, I— Man-Bat ..... 8.00
401 GK (P), Batgirl NA (C) ..... 2.75
402 ..... 7.50
403 GK (P), Robin NA (C) ..... 2.75
404 NA (PC)/DG (I)/GK (P), Batgirl ..... 7.50
405 ..... 2.00
406 ..... 2.20
407 NA (P, C)/DG, I— Man-Bat app. ..... 7.50
408 ..... 2.20
409 BK (P)/DG (I)/NA (C) ..... 2.20
410 NA (P, C)/DG (I)/BK, Batgirl ..... 2.20
411 ..... 2.20
412 DG (I)/DH, Batgirl NA (C) ..... 2.20
413 (DG)/DH, Batgirl NA (C) ..... 2.20
414 ..... 2.20
415 PR (P)/DG (C) ..... 2.20
416 FR (P, I)/DH ..... 2.20
417 ..... 2.20
418 PR (P)/DG (I), Creeper app ..... 2.20
419 ..... 2.20
420 ..... 2.20
421-423 ..... 1.50
424 DG (I)/DH, Batgirl ..... 1.50
425 DG (I)/DH/BW (C) ..... 1.50
426 PR (P, I)/DH, Batman Mag DG (P) ..... 1.50
427 BK (P)/DG (I)/DH, Batgirl ..... 1.50
428 PR (P)/DG, Hawkmoon NR (C) ..... 1.50
429 ..... 1.50
430 RC (I)/DG (C), Elongated Man ..... 1.50
431 RH/DH (I)/MM (C)/MR (C) ..... 1.50
432 MA, Atom ..... 1.50
433 DG (I)/DH, Batgirl ..... 1.50
434 ..... 1.50
435 DG (I)/FR ..... 1.50
436 ..... 1.50
437 JL— Manhunter WS ..... 4.00
438 WS Manhunter ..... 3.00
439 DG (I), O— Manhunter WS ..... 3.00
440 ..... 1.50
441 HC, WS ..... 3.00
442 WS, O— ..... 3.00
443 WS, O— Manhunter ..... 4.00
444 AA, Al, Aa Tale ..... 2.25
445-453 ..... 2.25
454 A.LGI (O) ..... 2.25
455-462 ..... 2.25
463 MG/TA, Atom I— Calculator ..... 1.25
464 MG/TA, Black Canary ..... 1.25
465 TA (I), Elongated Man ..... 75
466 MG/TA, Green Arrow ..... 4.00
467 MG/TA, Hawkman ..... 3.00
468 MG/TA, A— Green Arrow, Hawkman, Atom, Elongated Man, Black Canary ..... 4.00
469 WS/AAL, I— Dr Phosphorus ..... 1.50
470 S/MM ..... 1.00
471 MG/TA ..... 4.00

477 MR/TA, A– Hugo Strange ..... 4.00
473 MR/TA, A– Prequel ..... 4.00
474-476 MR/TA, A– Joker ..... 4.00
477 MR/OG, rep. NA ..... 4.00
478-479 MR/OG ..... 4.00
480 DN (p)/DN (f) ..... 4.00
481-482/DR/DN/ALM ..... 3.75
482 JSI/CR/HC/DC ..... 2.00
483 DN/DN/MG, DC ..... 2.00
484 DN/DA ..... 2.25
485 DN/DA, D– Batwoman ..... 2.50
486 DN/DA/DG (P)/SD, I– Odd Man ..... 1.25
487 DN/DA ..... 1.25
488 ..... 1.25
489 IN (P)/DN (P)/DN (P)/DA (I) ..... 1.25
490 DN/DN/TR/DA ..... 1.25
491 DN/DN/PB/FHE, Black Lightning issues
 pervers ..... 1.25
492-495 ..... 1.25
496-499 DN/DA ..... 1.25
500 DG/CI (p)/WS/TT/KJ, A– Deadman:
 Dam Brothers, Hawkman, Robin ..... 2.50
501-502 DN/DA ..... 1.25
503 DN/DN, A– Batgirl, Robin ..... 1.75
504-511 DN/DN ..... 1.25
512 45th anniversary ..... 1.25
513-522 ..... 1.75
523-525 ..... 1.25
526 DN/DG, A– Batman (500th) ..... 1.50
527 ..... 1.25
528 Green Arrow, Ozone ..... 1.75
529-530 ..... 1.25
531 GC, AA, Chimera ..... 60
532 GC, Poison Ivy ..... 60
533 GC, Green Arrow ..... 60
534 GC, Poison Ivy ..... 1.00

## DOOM PATROL

86 BP ..... $6.00
87 BP ..... 4.00
88 BP, D– Chief ..... 4.00
89-90 BP ..... 4.00
91 BP, I– Mento ..... 4.00
92-98 BP ..... 4.00
99 BP, I– Beast Boy ..... 5.00
100 BP, I– Beast Boy ..... 5.00
101-105 BP ..... 3.75
106 BP, D– Negative Man ..... 2.50
107-119 BP ..... 2.25
120 ..... 2.25
121 JO, D– Doom Patrol ..... 3.00
122-124 Rep ..... 1.00
125 Rep ..... 1.00
126 Rep ..... 1.00

## FIRESTORM
### 1ST SERIES

1 AM/JR, I.O– Firestorm ..... $2.00
2 AM (P), I– Multiple ..... 1.00
3 AM (P), I– Killer Frost ..... 1.00
4 AM (P), I– Hyena ..... 1.00
5 AM (P), A– Hyena ..... 1.00

### 2ND SERIES

1 PB (P), I– Black Bison ..... $1.50
2 PB (P) ..... 1.00
3 PB (P), A– Killer Frost ..... 1.00
4 PB (P), A– R.A. ..... 1.00
5 PB (P) ..... 75
6-10 ..... 75
11 ..... 60
12 PB ..... 60
13 ..... 60
14 PB, Multiples ..... 60
15 Multiples ..... 60
16 ..... 60
17 PB, GT ..... 60
18 DB I– Tatsumaki ..... 60
19 ..... 75
20 ..... 75

## ANNUAL

1 ..... $3.00

## FIRST ISSUE SPECIAL

1 retro, Atlas ish ..... $1.25
2 Green Team ..... 75
3 Metamorpho ..... 75
4 Lady Cop ..... 75
5 Manhunter by JA ..... 1.00
6 Dingbats by BK ..... 1.00
7 Creeper by SO ..... 1.25
8 Wonder Woman ..... 12.50
9 Dr. Fate WS ..... 1.50
10 Outsiders ..... 75
11 Code Name Assassin, NR/AM ..... 75
12 New Talisman ..... 60
13 Return of New Gods ..... 1.00

## FLASH, THE

105 CL, O– Flash ..... $300.00
106 CL, O– Pied Piper ..... 125.00
107 109 CI ..... 15.00
110 CI/WA, I– Kid Flash ..... 65.00
111 CI ..... 27.00
112 CI, I– Elongated Man ..... 30.00
113 CI, O– Trickster ..... 27.00
114 CI, I– Captain Cold ..... 27.00
115 CI ..... 27.00
116 CI ..... 27.00
117 CI, O– Captain Boomerang ..... 22.00
118 CI/WA ..... 22.00
119 CI, W– Elongated Man ..... 22.00
120 CI ..... 22.00
121 CI ..... 15.00
122 CI, I– The Top ..... 15.00
123 JKi, I– Earth II ..... 36.00
124 JKi/JT CI ..... 9.00
125 CI, O– Abra Kadabra ..... 9.00
126 CI ..... 9.00
130 CI ..... 9.00
131-135 CI ..... 5.50
136 CI, I– Dexter Miles ..... 5.50
137 CI, I– Vandal Savage ..... 6.00
138 CI, A– Pied Piper ..... 5.50
139 CI, O– Prof. Doom ..... 5.50
140 CI, O– Heat Wave ..... 5.50
141 CI ..... 4.00
142 CI, A– Trickster ..... 4.00
143-150 CI ..... 4.00
151-159 CI ..... 3.00
160-164 CI ..... 2.00
165 CI, W– Flash, Iris West ..... 2.00
166 CI ..... 2.00
167 CI, O– Flash I– Mopee ..... 2.00
168 CI ..... 2.00
169 CI ..... 2.25
170 CI, A– Dr. Fate ..... 2.25
171-174 CI ..... 2.00
175 WG, I– Green Lantern ..... 2.25
176-177 ..... 2.00
178 CI/WA ..... 1.75
179-180 ..... 1.50
181 AA– Samurods ..... 1.50
182-183 ..... 1.50
184 A– Dr. Yom ..... 1.50
185 ..... 1.25
186 I– Sargon ..... 1.50
187 CI, A– Abra Kadabra ..... 1.50
188-190 ..... 1.25
191 A– Green Lantern ..... 1.25
192 ..... 1.25
193 A– Captain Cold ..... 1.25
194 ..... 1.25
195 ..... 1.25
196 CI ..... 1.25
197 GK ..... 1.25
198 GK, I– Top ..... 1.50
200 CI ..... 2.25
201 CI ..... 1.00
202 MG, A– Kid Flash ..... 1.00
203 CI ..... 1.00
204 ..... 1.00
205 Guest ..... 1.25
206-208 ..... 1.00
209-210 CI ..... 1.00
211 O– Flash ..... 1.00
212 CI/JS ..... 1.00
213 CI, O– Metal Men ..... 1.25
214 CI, A– Tempus ..... 1.00
216 A– Mr. Element ..... 1.00
217 NA, A– Green Arrow ..... 5.50
218 NA ..... 2.25
219 NA, I– Green Arrow ..... 5.50
220 A– Kid Flash ..... 1.00
221 ..... 1.00
222 A– Sinestro ..... 1.00
223 MA ..... 5.00
224 ..... 1.00
225 A– Green Lantern ..... 1.00
226 NA, A– Capt. Cold ..... 5.00
227 FM, A– Capt. Boomerang ..... 1.00
228 ..... 1.00
229 CI ..... 1.00
230 FMc, A– Dr. Alchemy ..... 1.00
231 FMc, A– Heat Wave ..... 5.00
232 CI/GK, A– Green Lantern ..... 1.00
233 ..... 1.00
234 A– Saber Tooth ..... 75
235 A– Vandal Savage ..... 75
236 MG/CI, A– Dr. Fate ..... 75
237 MG/CI, A– Reverse Flash ..... 75
238 MG/CI, A– Mr. Originality ..... 75
239 ..... 75
240 MG ..... 75
241 FMc/MG/CI, A– Mirror Master ..... 75
242 MG/ ..... 75
243 O– Top ..... 75
244-245 ..... 75
246 FMc/DD, I– Green Lantern ..... 75
247 ..... 75
248 FMc, A– Heat Wave ..... 75
249-252 FMc ..... 75
253 FMc, A– Elongated Man ..... 75
254 ..... 75
255 FMc, A– Mirror Master ..... 75
256-257 ..... 75
258 FMc, A– Black Hand ..... 75
259 A– Black Hand ..... 75
260 A– Eric Russell ..... 75
261 ..... 75
262 A– Ringmaster ..... 75
263 A– Ringmaster ..... 75
264 FMc, A– Ringmaster ..... 75
265 FMc, A– Kid Flash ..... 75
266 FMc, A– Heat Wave ..... 75
267 FMc, A– Heat Wave ..... 75
268 FMc ..... 75
269 FS/FMc ..... 75
270 FMc, A– Clows ..... 75
271/272 FS, A– Clown ..... 1.00
273 ..... 1.00
274 A– Clive Yorkin ..... 1.00
275 D– Ira West ..... 1.75
276 A– ILA ..... 2.00
277 FMc, A– ILA ..... 2.00
278 A– Capt. Boomerang ..... 75
279 A– Yorkin ..... 75
280 DN, A– Yorkin ..... 75
281 DN, A– Reverse Flash ..... 75
282 DN ..... 75
283 DN, A– Reverse Flash ..... 75
284 A– Lord of Limbo ..... 75
285 DN, A– Trickster ..... 75
286 DN, A– Rainbow Raider ..... 75
287 DN, A– Dr. Alchemy ..... 75
288 DN, A– Dr. Alchemy ..... 1.50
289 DN/GP, Parez 1st DC ..... 1.25
290 GP, A– Firestorm ..... 1.00
291 GP/DN, A– Saber Tooth ..... 75
292 GP/DN, A– Mirror Master ..... 75
293 GP/DN, A– Atomic Skull ..... 75
294 DN/JSn, A– Firestorm ..... 75
295 DN, JSn, A– Firestorm ..... 75
296 CI/JSn, A– Elongated Man ..... 75
297 CI, A– Capt. Cold ..... 75
298-299 CI, A– Shade ..... 75
300 CI, C– New Teen Titans D– Flash ..... 1.25
301 CI, A– Firestorm ..... 75
302 CI, A– Golden Glider ..... 75
303 CI/PB, A– Top ..... 75
304 CI/PB, A– Firestorm ..... 75
305 CI, A– Dr. Fate ..... 75
306 CI/PB ..... 5.00
307 CI/KG, A– Pied Piper ..... 4.00
308-310 CI/KG, A– Dr. Fate ..... 4.00
311 CI/KG, A– Capt. Boomerang ..... 4.00
312 CI ..... 4.00
313 KG, A– Psycho ..... 4.00
314 CI, A– Capt. Invisible ..... 75
315-317 CI, A– Cyclotron ..... 1.75
318 CI/EC, A– Creeper ..... 75
319 CI/EC, A– Capt. Invisible ..... 60
320 CI, A– Reverse Flash ..... 60
321 CI, A– Tomar ..... 60
322-323 CI, A– Creeper ..... 60
324-325 ..... 60
326 CI Total ..... 60
327 CI, ILA ..... 60
328 CI, Gerald ..... 60
329 CI, Retold ..... 75

## GREEN ARROW

1 DG, mini-series ..... $1.50
2-4 DG ..... 1.00

## GREEN LANTERN

1 GK, O– Green Lantern ..... $200.00
2 GK, I– Pharaoh ..... 80.00
3 GK ..... 60.00
4 GK, A– Kid Flash ..... 50.00
5 GK, I– Hector Hammond ..... 50.00
6 GK, I– Tomar-Re ..... 25.00
7 GK, O– Sinestro ..... 25.00
8 GK ..... 25.00
9 GK, I– Jordan Brothers ..... 25.00
10 GK ..... 25.00
11 GK, A– Sinestro ..... 13.00
12 GK, A– Aldebaran ..... 13.00
13 GK ..... 13.00
14 GK, D– Sonar ..... 15.00
15 GK ..... 13.00
16 GK, O– Star Sapphire ..... 15.00
17-20 GK ..... 13.00
21 GK, D– Dr. Polaris ..... 13.00
22 GK, A– Jordan Brothers ..... 10.00
23 GK, I– Tattooed Man ..... 11.00
24 GK, D– Shark ..... 11.00
25 GK, A– Sonar ..... 10.00
26 GK, A– Star Sapphire ..... 10.00
27 GK ..... 10.00
27 GK, A– Shark ..... 10.00
28 GK, I– Black Hand ..... 11.00
29 GK ..... 10.00
31-37 GK ..... 5.00
38 GK, A– Tomar-Re ..... 5.00
39 GK ..... 5.00
40 GK, D– Guardians ..... 6.00
41 GK, A– Star Sapphire ..... 3.00
42-43 GK ..... 3.00
44 GK, A– Scherner ..... 3.00
45 GK, I– Prince Peril ..... 4.00
46-47 GK ..... 3.00
48 GK, I– Goldface ..... 4.00
49 GK, I– Dazzler ..... 6.00
50 GK, A– Thrasnn ..... 5.00
51 GK, A– Emerald Crusader ..... 3.00
52 GK, A– Sinestro ..... 3.00
53 GK ..... 3.00
54 GK, A– Baron ..... 3.00
55/59 GK ..... 3.00
60 GK, D– Lyrnighter ..... 3.00
61 GK ..... 3.00
62 JSA ..... 3.00
63 NA ..... 3.00
64-65 ..... 3.00
66 MA ..... 3.00
67 DG ..... 3.00
68 DG ..... 3.00
69 GK ..... 3.00
70 GK, I– The Top ..... 4.00
71-79 GK ..... 3.00
76 NA, A– Green Arrow ..... 65.00
77 NA, A– Green Arrow ..... 25.00
78 NA, A– Green Arrow ..... 25.00
79 NA, A– Hyssas Star ..... 25.00
80 NA, A– Green Arrow ..... 25.00
81 NA, A– Green arrow ..... 18.00
82 NA, A– Green Arrow ..... 18.00
83 NA, Gr A, reveals ID ..... 18.00
84 NA/MN, Green Arrow ..... 18.00
85 CR/NA, Drug, Green Arrow ..... 25.00
86 NA, Drug, Green Arrow ..... 25.00
87 GK/NA, C– Green Arrow ..... 5.00
88 GK, A– Green Arrow ..... 3.00
89 NA, A– Green Arrow ..... 3.00
90 MGc, A– Green Arrow ..... 2.25
91 MGc, A– Sinestro ..... 1.75
92-96 MGc, A– Green Arrow ..... 1.75
97-98 MGc, A– Wacker ..... 1.75
99 MGc, A– Green Arrow ..... 1.75
100 MGc, I– Air Wave ..... 3.50
101-111 MGc, A– Green Arrow ..... 2.50
112-114 Green Arrow ..... 1.50
115 Green Arrow ..... 1.50
116 Green Arrow ..... 1.50
117 JSa, A– Star Green Arrow ..... 1.50
118 DN Green Arrow ..... 1.50
119 DN Green Arrow ..... 1.50
120 DN, A– Rain ..... 1.50
121 DH/DG, A– Kart ..... 1.50
122 DH/DG, A– Atomic Skull ..... 1.50
123 JSa/FMc, A– Shark ..... 1.50
124 JSa ..... 1.50
125 JSa/FMc, A– Sinestro ..... 1.50
126 JSa, Ollie, Dinah ..... 1.50
127 JSa/FMc, A– Sinestro ..... 1.25
128 JSa, A– Goldface ..... 1.25
129 JSa ..... 1.00
130 JSa/FMc, A– Sonar ..... 1.25
131-132 JSa ..... 1.00
133-135 JSa, A– Dr. Polaris ..... 1.00
136 JSa, A– Eclipso ..... 2.00
137 JSa, I– Citadel ..... 2.00
138-139 JSa, A– Eclipso ..... 1.00
140 JSa, A– Adam Strange ..... 1.00
141 JSa, I– Omega Men ..... 10.00
142 JSa, A– Omega Men ..... 7.50
143 JSa A– Omega Men ..... 7.50
144 JSa, C– Omega Men ..... 5.00
145-146 JSa, A– Goldface ..... 75
147 JSa, A– Black Hand ..... 75
148 JSa, C– Goldface ..... 75
149 JSa, A– Katmaster ..... 75
150 JSa, anniversary ..... 1.00
151 JSa, A– Goldface ..... 75
152-155 JSa ..... 75
156-158 JSa ..... 75
159 HP, A– Evil Star ..... 75
160 KP, C– Omega Men ..... 2.00
161 KP, A– Omega Men ..... 2.00
162-163 KP ..... 75
166 KP, A– Emerald Gladiator ..... 60
167 ..... 60
168 Lysandra I ..... 60
169 Lysandra II ..... 60
170 ..... 60
171 AT, TA, "Counterflux" ..... 60
172 The Herald ..... 60

## GREEN LANTERN/GREEN ARROW

1 Adams reprints ..... $2.25
2 MA, DG #78, #79 ..... 2.00
3 NA, DG, reprints ..... 2.00
4 reps. #182, #83 ..... 2.00

## HAWKMAN

1 MR ..... 40.00
2 MA ..... 16.00
3 MA ..... 12.00
4 MA, O+ I– Zatanna ..... 10.00
5 MA ..... 10.00
6-8 MA ..... 6.00
9 MA, C– Atom ..... 6.00
10 MA ..... 4.00
11-15 MA ..... 3.50
16-17 MA ..... 2.50
18 MA, A– Adam Strange ..... 2.50
19 MA, C– Adam Strange ..... 2.50
20-21 MA ..... 2.00
22-26 ..... 2.50
27 Ma (c) ..... 2.50

## HOUSE OF MYSTERY

100 ..... $2.50
101 108 ..... 2.00
109 MN/Wa ..... 2.00
110 CI ..... 2.00
111 CI ..... 2.00
112-119 ..... 2.00
120 ATh ..... 2.00
121-142 ..... 1.50
143 Jann Fonzz, Manhunter ..... 3.00
144 ..... 1.00
145-148 ..... 1.00
149 ATh ..... 2.00
150-155 ..... 1.00
156 D– Robby Reed, Del H ..... 2.50
157 ..... 2.25
158 L– D– Diabolic idol ..... 1.25
159 ..... 1.25
160 I– Marco Xavier ..... 1.25
161-168 ..... 1.25
169 D– I– Gem Girl ..... 1.25
170-172 ..... 1.25
173 I– Plastic Man ..... 2.25
174 mystery format ..... 1.25
175 MA/JO ..... 1.50
176-177 MA ..... 1.50
178 MA ..... 6.00
179 MA/JO, Wrightson 1st work ..... 7.00
180-182 MA ..... 4.00
183 NA ..... 2.50
184 NC/MN/AT ..... 2.50
183 NA/BN/WRn ..... 2.50
184 MA/GK/WN/AT ..... 2.50
185 MA/BN/WRn ..... 3.00
186 MA/WRn ..... 4.00
187 MA/WN/AT ..... 2.50
188 MA/WRn ..... 2.50
189 WN/AT ..... 2.50
190 MA/AT ..... 2.50
191 NA ..... 2.50
192 NA/GM ..... 2.50
193 PB ..... 1.75
194 JK/BWr/AT/MR ..... 2.50
195 MR/BWr/MR ..... 2.50
196 MR/AT ..... 2.50
197 MA/AR ..... 2.50
198 MA ..... 2.50
199 MA/JK/WN ..... 2.00
200 MA/AT ..... 2.50
201 ..... 1.00
202 MA ..... 1.00
203 CI ..... 1.00
204 AR/BWr ..... 2.50
205-206 ..... 1.75
207 JSn/BWr/JSI/NR ..... 2.00
208 ..... 1.75
209 AA/BWr ..... 1.00
210 ..... 1.75
211 AA/BWr/MR ..... 1.50
212 AR ..... 1.75
213 AW/BWr ..... 1.00
214 BWr ..... 1.00
215-216 ..... 1.75
217 BWr ..... 1.00
218 ..... 75
219 MR ..... 75
220 MA/BWr ..... 1.00
221 BWr/MK ..... 2.00
222-223 ..... 75
224 AW/BWr, MR ..... 2.00
225 AN ..... 75
226 BWr, MR ..... 2.00
227 MR guest ..... 2.00
228 MA/MR/AT ..... 2.50
229-230 ..... 2.00
231 BWr ..... 75
232 234 ..... 75
235 NR ..... 75
236 FM/BSI/BWr/MA ..... 2.00
237 240 ..... 75
241 MR ..... 75
242-243 ..... 75
244 A– Spectre ..... 75
245 AN ..... 75
246 ..... 75
247 SD ..... 75
248-249 ..... 75
250 MK/AM ..... 1.00
251 MA/WW, guest ..... 1.00
252 MA/AN, guest ..... 1.25
253 MA/AN, guest ..... 1.25
254 MA/SD/WH, guest ..... 2.00
255 MA/SD/BWr, guest ..... 1.00
256 AN/BWr, guest ..... 1.00
257 MK, guest ..... 1.00
258 SD, guest ..... 1.25
259 DN/MG, guest ..... 1.50
260-261 ..... 75

## HOUSE OF SECRETS

1 MD ..... $85.00
2 RMo ..... 35.00
3 JK ..... 35.00
4 ..... 20.00
5-7 ..... 15.00
8 JK ..... 20.00
9-10 ..... 15.00
11 JK ..... 15.00
12 JK ..... 15.00
13-21 ..... 9.00
22 MM ..... 5.00
23 O– Mark Merlin ..... 8.00
24-28 ..... 5.00
29-30 JKu ..... 5.00
31-38 ..... 5.00
39 JKu ..... 5.00
40-42 ..... 5.00
43 O– ..... 5.00
44-47 ..... 5.00
48 ..... 7.00
49-50 ..... 5.00
51-52 ..... 3.00
53-60 ..... 3.00
54-60 ..... 3.00
61 1st Eclipso ..... 3.00
62 ..... 4.00
63 GC/ATh ..... 4.00
64 ATh ..... 4.00
65-67 ATh ..... 4.00
68 ATh ..... 4.00
69 ..... 4.00
81 WA, (c) I– mystery format ..... 1.50
82 WA ..... 1.00
83 ATh ..... 1.50
84 ATh ..... 1.50
85 WA ..... 3.00
86 WA (c)/GM ..... 1.25
87 WA (c)/WN, BWr ..... 1.50
88 WA (c) ..... 1.25
89 GM ..... 1.25
90 WA/GM/RB 1st Buckler ..... 4.00
91 WA/WN/WW ..... 1.00
92 BWr, I– Swamp Thing ..... 25.00
93 AJ/BWr ..... 1.50
94 BWr/ATh ..... 1.50
95 ..... 1.00
96 BWr/WW ..... 1.50
97 JA ..... 1.50
98 MR/ATh ..... 1.50
99 MR ..... 1.00
100 MR/BWr ..... 1.00
101 MR/AW ..... 1.00
102 MR ..... 1.00

148 NA (c) A-- Peter Boy ..... 2.25
149-151 NA (c) ..... 2.00
152-155 WW, NA (c) ..... 2.50
156 Giant Size ..... 3.00
157 WW, NA (c) ..... 2.50
158 WW, NA (c) Arr-El and Lara ..... 2.50
159-161 WW, NA (c) ..... 2.00
162 ..... 2.00
163-164 NA (c) ..... 2.25
165 Giant Size ..... 3.00
166 NA (c) ..... 2.25
167-168 WW, NA (c) ..... 2.25
169-170 NA ..... 2.00
171 NA, N-- Aquaboy ..... 2.00
172 NA, WW, NA (c) O-- Yango (Super Apa) ..... 2.00
173 GT, DG, HA (c) O-- Cosmic Boy ..... 2.50
174 Giant-size ..... 3.00
175 NA, DG (c) ..... 2.00
176 NA, GT, WW, HA (c) A-- Lagoon ..... 2.00
177 NA ..... 1.50
178 NA, HA (c) ..... 1.75
179 NA, GT ..... 1.50
180 NA, A-- Bruce Wayne ..... 1.50
181 NA, WW ..... 1.50
184 NA, WW O-- Dial H for Hero ..... 1.50
185 Super Special A-- Legion ..... 2.00
186-187 NA ..... 1.50
188 NA, DC O-- Karkan ..... 1.50
189 NA ..... 1.50
190 NA, WW ..... 1.50
191 NA, DC, WW, O-- Sun Boy (retold) ..... 1.50
192 NA ..... 1.20
193 NA, WW N-- Chameleon Boy & Shadow Lass ..... 1.20
194 NA, WW ..... 1.20
195 NA, WW, I-- Wildfire, N-- Phantom Girl ..... 1.25
196 Last Superboy solo ..... 1.25
197 NA, Legion bagers, N-- Lightning Lad ..... 1.25
198 N-- Element Lad & Princess Projecta ..... 1.25
199-- Bouncing Boy & Dve Damsel ..... 5.00
201 A-- Wildfire ..... 2.00
202 N-- Light Lass ..... 2.50
203 MW, DC-- Invisible Kid ..... 2.00
204 L-- Supergirl ..... 2.00
205 100 pages ..... 2.50
206 MW, A-- Ferro Lad & Invisible Kid ..... 2.00
207 MW, C-- ..... 2.00
208 MW, 68 pages A-- Legion of Super-Villains ..... 2.00
209 MW, N-- Karate Kid ..... 2.00
210 MW, DC-- Karate Kid ..... 2.00
211 MW, C-- ..... 2.00
212 MW, L-- Matter Eater Lad ..... 2.00
213-215 MW, C-- ..... 2.00
216 MW, J-- Tyroc ..... 2.00
217 ..... 1.75
218 J-- Tyroc K-Fatal Five ..... 1.75
219 MW, C-- ..... 2.00
220 ..... 1.75
221-222 MW, C-- ..... 2.00
223 MW, NM ..... 2.00
224 MW, C-- ..... 2.00
225, 25h, NM ..... 1.50
226, 26h, Ita, L-- Dreamstar ..... 1.50
227 26h, Ita ..... 1.50
228 26h, D-- Chemical Kid ..... 2.00
229 26h ..... 1.50
230 26h, NM ..... 1.50
231 26h r, NM ..... 1.50
232 26h ..... 1.50
233 26h, NM ..... 1.50
234 26h, NM ..... 1.50
235 26h, NM ..... 1.50
236 26h, NM ..... 1.50
237 26h, NM ..... 1.50
238 26h, NM ..... 1.50
239 26h (c) ..... 1.50
240 MW, 26h, J-- Dawnstar ..... 1.50
241 26h, anniversary issue ..... 1.50
242-251 26h ..... 1.50
252 26h, DG (c) ..... 1.50
253 26h, DG (c) I-- Block ..... 1.00
254 26h, DG (c) ..... 1.00
255 26h, DG, HA (c) A-- Jor-El ..... 1.00
256 26h, DG (c) ..... 1.00
257 3D, 65h ..... 1.00
258 26h ..... 1.00

**SUPERGIRL**
**1st SERIES**

1 V-- Madman ..... $1.50
2 CI, A-- Lois Lane ..... 1.00
3 A-- Garden of Death ..... 1.00
4 V-- Super Scavenger ..... 1.00
5-6 ..... 1.00
7 A-- Zatanna V-- Snowman ..... 1.00
8 A-- R.A. ..... 1.75
9 ..... 1.75
10 A-- Prez ..... .75

**2nd SERIES**

1 CI ..... $ .75
2-13 CI ..... 1.00
14 13 CI ..... 1.00
15 GI, Black Starr ..... 1.00
16 GI, Black Starr ..... 1.00

**SUPERMAN**

100 ..... $110.00
101 110 ..... 35.00
111 120 ..... 25.00
121-130 ..... 18.00
131-139 ..... 15.00
140 blue krvptonite ..... 20.00
141-145 ..... 12.00
146 Superman life story ..... 20.00
147 I-- Adult Legion ..... 20.00
148 ..... 12.00
149 C-- 5th Legion ..... 20.00
150 ..... 12.00
151 ..... 10.00
152 A-- Legion ..... 12.00
153-154 ..... 10.00
155-156 A-- Legion ..... 10.00
157 I-- Gold Kryptonite ..... 10.00
158-160 ..... 9.00
161 I-- 2-- Mr & Mrs. Kent ..... 10.00
162 CS ..... 10.00
163-166 ..... 6.00
167 O-- Brainiac ..... 10.00
168-169 ..... 6.00
170 Kennedy-CS ..... 9.00
171-172 ..... 6.00
173 C-- Legion ..... 6.00
174-180 ..... 5.00
181-182 ..... 5.00
183 giant ..... 6.00
184 ..... 5.00
185 ..... 5.00
186 ..... 6.00
187 giant ..... 5.00
188 ..... 6.00
189-190 ..... 5.00
193 giant ..... 6.00
196-200 ..... 5.00
201 ..... 4.00
202 giant ..... 6.00
203-205 ..... 3.00
207 giant ..... 5.00
208-211 ..... 3.00
212 giant ..... 4.00
213-218 ..... 3.00
219 giant ..... 4.00
220-221 ..... 3.00
222 giant ..... 5.00
223-226 ..... 3.00
227 giant ..... 5.00
228-231 ..... 3.00
232 giant, Krypton ..... 4.00
233 CS, Bizarro, Atrna Queens ..... 3.00
234 CS, MA, to Krypton ..... 3.00
235 ..... 3.00
236 CS, MA, BM, DG ..... 3.00
237 CS, MA, BM (c) ..... 3.00
238 CS, MA, BM, DG, to Krypton ..... 3.00
239 CS, MA ..... 4.00
240 CS, MA (c), Clvlg ..... 3.00
241 CS, MA/WW/MA (c) ..... 3.00
242 CS, MA, ray, HA (c) ..... 3.00
243 CS, MA, ray, HA (c) ..... 3.00
244 CS, MA ..... 3.00
245 100 pg CG (a) MR rep ..... 4.00
246 CS, MA/RB ..... 2.00
247 CS, MA, A-- Guardians ..... 2.00
248 CS, MA, Luthor app. DC ..... 2.00
249 CS, MA, Adams ..... 2.50
250 CS, MA, Terra-Man HA (c) ..... 2.00
251 CS, MA, rep. 45 RB ..... 2.00
252 CS, MA ..... 2.00
253 CS, MA, rep. 13 ..... 2.00
254 CS, MA, Adams ..... 2.50
255 CS (P/MA) (I), DG ..... 2.00
256 CS, MA ..... 2.00
257 CS, MA, Tomar-Re ..... 2.00
258 CS, MA, DC (I) ..... 2.00
259 CS, MA, Terra-Man app. ..... 2.00
260 CS, MA ..... 2.00
261 CS, MA, Starfire A ..... 3.50
262 CS, MA ..... 1.50
263 CS, MA/WW/Flie ..... 1.50
264-270 CS, MA ..... 1.50
271 CS, BMG, A-- Brainiac ..... 1.50
272 CS, BMG, Terra-Man app. ..... 2.00
273-275 CS, MA ..... 1.50
276 CS, BMG, Captain Thunder ..... 1.50
277 CS, BMG ..... 1.50
278 CS, BMG, Terra-Man rep. 100 pg. ..... 1.50
279 CS, Batgirl app. ..... 1.50
280-281 CS, BMG, ROK ..... 1.50
282 CS, MA, Luthor app. ..... 1.50
283 CS, BMG, Bizarro ..... 1.50
284 CS, BMG, rep. 100 pg ..... 1.50
285 CS ..... 1.50
286 CS, BMG, A-- Luthor/Parasite ..... 1.50
287 CS, BMG, Krypto ..... 1.50
288 CS, BMG, ROK ..... 1.50
289 CS, BMG/ROK, I.G.I. ..... 1.50
290-291 CS, BMG ..... 1.50
292 CS, BMG/ROK, A-- Luthor ..... 2.00
293 CS, BMG ..... 1.50
294-297 CS, MA, A-- Bram Stoker ..... 1.50
298 CS, BMG, Alternate Future ..... 1.50
299 CS, BMG ..... 1.50
297 CS, BMG, Clark lost identity crisis, pt. 2 ..... 1.50
298 CS, BMG ..... 1.50
299 CS, BMG, end crisis ..... 1.50
300 CS, BMG, 2001, anniversary ..... 2.00
301 A,GI,, Solomon Grandy ..... 2.25
302 A,GI,/BOK, Luthor ..... 1.75
303 CS (P), A-- Wheelcaps ..... 1.75
304 CS/ROK, Parasite app ..... 1.75
305 CS/ROK, A-- Toyman ..... 1.75
306 CS/ROK, Bizarro ..... 1.75
307 A,GI,/TS, MA (c) ..... 1.75
308 A,GI,/TS/MAC ..... 1.50
309 A,GI,/TS ..... 1.50
310 CS ..... 1.50
311-312 CS (P) ..... 1.25
313 CS/MA/BM (c) ..... 1.50
314 CS/P ..... 1.50
315 CS ..... 1.50
316 CS/MA ..... 1.50
317 CS/MA, Dr., Lana Lang NA (c) ..... 1.50
318-319 CS ..... 1.25
320 CS, Parasite ..... 1.25
321 CS, Parasite ..... 1.50
322 ..... 1.00
323 CS ..... 1.00
324 CS, Titano ..... 1.00
325-327 ..... 1.00
328 CS/KS ..... 1.00
329 ..... 1.00
330 CS, glasses explained ..... 1.00
331 ..... 1.00
332 CS ..... 1.00
333 CS, Bizarro ..... 1.00
334 CS ..... 1.00
335 CS (P), Mxyzptlk-- app. ..... 1.00
336 CS ..... 1.00
337-340 CS ..... 1.00
341 CS ..... 1.00
342 CS Chemo ..... 1.75
343 346 CS ..... 1.75
347 KJL ..... 1.75
348-350 CS ..... 1.75
351 CS/KJL, Mxyzptlk-- app. ..... 1.75
352 ..... 1.75
353 CS ..... 1.75
354 CS/KJL ..... 1.75
355 CS/KJL ..... 1.75
356-357 CS ..... 1.75
358 CS/DG ..... 1.75
359-362 CS ..... 1.75
363 CS, A-- Phantom Zone RB (D) ..... 1.75
364 RB (P) ..... 1.75
365 CS (P) ..... 1.75
366 CS/KJL ..... 1.75
367 CS/CS/DG ..... 1.75
368 CS ..... 1.75
369 RB/TM, Parasite ..... 1.75
370 CS, Chemo ..... .75
371 CS, New Xandor ..... 1.00
372 CS/GP ..... 1.75
373 CS/GP ..... 1.75
374 CS (P)/DA (I) ..... 1.75
375 CS/BA ..... .60
376 CS/BA ..... .60
377-378 CS ..... .60
379 CS, Bizarro Hiraa ..... .60
380-382 CS, mind switch ..... .60
383 CS ..... .60
384 ..... .50
385-388 CS ..... .60
389 CS, Nuclear ..... .60
390 CS ..... .50
391 CS ..... .75

**PROMOTIONS**

game giveaway ..... $4.00
Pizza Hut --"17" ..... 1.50
Radio Shack--"80" ..... 1.50
"81" ..... 1.50
"82" WW app ..... 1.50

**SUPERMAN III**

I The Movie ..... $1.00
**SUPERMAN VS. SPIDER-MAN**
I RA/OG, oversized ..... $5.00

**SWAMP THING 1ST SERIES**

1 BWn, O-- Swamp Thg ..... $9.00
2 BWn ..... 5.00
3 BWn, Y-- Patchwork Man ..... 5.00
4 BWn ..... 3.00
7 BWn, A-- BM reward wnening ..... 3.00
8 BWn ..... 3.00
10 BWn, last Wrightson ..... 3.00
11 I-4 BE ..... 2.50
15 NM Phantom Stranger ..... 1.50
16-18 NM ..... 1.50
19-20 NM ..... 1.50
23 NM, back to Dr. Holland ..... 1.00
24 NM ..... 1.00

**SWAMP THING**
**2ND SERIES**

1 TY ..... $1.00
2-3 TY ..... .75
4 TY, TD ..... .75
5-15 ..... .75
16 book length ..... .75
17-18 ..... .60
19 Arcane ..... .60
20 new writer ..... .75

**ANNUAL**

1 movie ..... $1.00

**SWORD OF THE ATOM**

I K, mini-series ..... $1.00
2 GK ..... .75
3 GK, revelation ..... .75
4 GK ..... .75

**TALES OF THE GREEN LANTERN CORPS**

1 IS/TMn, O-- Green Lantern ..... $1.25
2-3 JS/Flie ..... 1.00

**TALES OF THE NEW TEEN TITANS**

1 GP (P) Cyborg ..... $2.00
2 GP (P) Raven ..... 1.50
3 GP/DD Changeling ..... 1.50
4 GP/EC Starfire ..... 1.50

**TEEN TITANS**

1 NC Peace Corps ..... $32.00
2 NC ..... 14.00
3 NC ..... 6.50
4 NC A-- Speedy ..... 6.50
5 NC ..... 5.00
6 NC A-- Beast Boy ..... 5.00
7 NC ..... 5.00
8 JW (P) ..... 5.00
9 JW/NC ..... 5.00
10 NC ..... 5.00
11 JW/NC A-- Speedy ..... 5.00
12 JW/NC ..... 3.50
13-15 NC ..... 3.50
16 NC I-- Dennenson X ..... 3.50
17 NC, A-- Mad Mod ..... 3.50
18 NC I-- Russian Starfire ..... 3.50
19 GK/MW, J-- Speedy ..... 3.50
20 NC/MW, I-- Jericho ..... 10.00
21 NC/MW, A-- Hank & Dove ..... 10.00
22 NA/NC, GK/NC, O-- Wonder Girl ..... 10.00
23 GK/NC, N-- WW ..... 3.00
24 GK/NC ..... 3.00
25 NC I-- Lilith ..... 3.00
26 NC I-- Mal ..... 3.00
27 NC ..... 3.00
28 NC, R-- Aquaman ..... 3.00
29 NC ..... 3.00
30 NC, Aqualad solo story ..... 3.00
31 GT/NC, Hank & Dove solo story ..... 3.00
32 NC, I-- Gnorrk ..... 7.00
33-38 GT/NC ..... 7.00
39-40 NC, I-- ..... 7.00
41 NC (), DC (c), Lilith story ..... 2.00
42 NC (c) ..... 2.00
43 NC (c) ..... 2.00
44 Mal Guardian ..... 1.50
45-46 M (P) ..... 1.50
47 ..... 1.50
48 I-- Bumblebee ..... 1.50
49 ..... 1.50
50 DH (P), I-- Teen Titans West ..... 1.50
51 DH (P), A-- Teen Titans West ..... 1.50
52 DH (P), A-- Teen Titans West ..... 1.50
53 -- Teen Titans, A-- R.A ..... 1.50

**THRILLER**

1 T. Von Eeden ..... $2.00
2 T. Von Eeden ..... 1.50
3 T. Von Eeden, Scrapbook ..... 1.25

**UNTOLD LEGEND OF BATMAN**

1 BJy,/A, O-- Batman ..... $1.50
2-3 JA ..... 1.00

**VIGILANTE**

1 ..... 2.00
2 MP ..... 1.50
3 KP, Cyborg ..... 1.25

**WARLORD**

1 MGr ..... $17.00
1 MGr, I-- Machete ..... 10.00
2 MGr ..... 8.00
4 MGr, Demons ..... 7.50
5 MGr, Secret of Skartaria ..... 7.50
6 MGr, I-- Maruah Romanoba ..... 6.00
7 MGr ..... 5.00
8 MGr ..... 5.00
9 MGr, new costume ..... 5.00
10 MGr, Demons ..... 6.00
11 MGr, rep. 1st issue specus ..... 5.00
12 MGr, rep. 4 ..... 5.00
13 MGr ..... 5.00
14 MGr, A-- Death ..... 5.00
15 MGr/JR, Demons ..... 5.00
16-19 MGr ..... 5.00
20 MGr (P), Demons ..... 5.00
21 MGr (P), Joshua ..... 2.75
22 MGr (P) ..... 2.75
23 MGr ..... 2.75
24 MGr (P) ..... 2.75
25 MGr (D), I-- Asher ..... 2.75
26 MGr (D), Demons ..... 2.75
27 MGr (D), Atlantis ..... 2.75
28 MGr (P), Wizard World ..... 2.75
29-33 MGr (P) ..... 2.75
34 MGr (P), Wizard World ..... 2.75
35 MGr (D), Wizard World ..... 2.75
36 MGr (P) ..... 2.75
37 MGr (P), O-- OMAC ISr ..... 2.75
38 MGr (P), I-- Travis' daughter ..... 2.75
39 MGr (P), ISN OMAC ..... 2.75
40 MGr (P), new costume ..... 2.75
41 MGr (P) ..... 2.00
42 MGr (D), ISN OMAC ..... 2.00
43-47 MGr (P) OMAC ..... 2.00
48 MGr (P), I-- Arak EC/TB ..... 2.50
49 MGr (P), CLAW Ty Demons ..... 2.00
50 MGr, Demons ..... 2.00

**WONDER WOMAN**

1 ..... $25.00
101-104 ..... 15.00
105 Secret 0-- 1st Wonder Girl ..... 25.00
106 ..... 15.00
107 1st Wonder Girl ..... 15.00
108-110 ..... 15.00
111-120 ..... 10.00
121 ..... 7.00
122 I-- Wonder Tot ..... 7.00
123-127 ..... 7.00
128 O-- Invisible Plane ..... 7.00
129-150 ..... 7.00
151-158 ..... 4.00
159-170 O-- retold ..... 5.00
171 RA (P), A-- Mouse Man ..... 3.00
172-176 ..... 3.00
177-177 ..... 3.00
178 A-- Supergirl ..... 3.00
179 D-- Steve Trevor ..... 7.50
180-182 ..... 2.50
181 188 DG ..... 2.50
189 DG (I) ..... 2.50
190-194 DG ..... 2.50
195 WW ..... 2.50
196 DG, O-- All Star 8, 52 pp. ..... 2.50
197 DG ..... 3.00
198 DG 52 pp ..... 3.00
199-200 DG Jones. (C) ..... 7.00
201 DG (I) ..... 7.25
202 DG (I) Grey Mouser ..... 7.00
203 DG (I) Women's Lib ..... 7.00
204 BW/DG, I-- Nubia ..... 1.25
205 DH/BG ..... 1.25
206 DH (P), O-- WW ..... 1.25
207 7110 PE (P) ..... 1.25
211 A-- Superman ..... 1.25
212 AA, A-- Superman ..... 1.25
213 AA, A-- Flash ..... 1.25
214 A-- Green Lantern 100 pg ..... 1.25
215 A-- Black Canary ..... 1.25
216 A-- Aquaman ..... 1.25
217 A-- Green Arrow ..... 1.25
218 AS, A-- Red Tornado ..... 1.25
219 A-- Elongated Man ..... 1.25
220 DG/MA, A-- Atom, Chronos ..... 1.25
221 DG/MA/AA, Spectre ..... 1.00
222 A-- Time ..... 1.00
223 Steve Trevor revered ..... 1.00
224 227 ..... 1.00
228 Z Wee takes over A-- Red Panzer ..... 1.00
229-231 ..... 1.00
232 MM (P), A-- JSA ..... 1.00
233 ..... 1.00
234 ..... 1.00
235-236 Green Arrow ..... 1.00
237 RB, A-- E 2 Flash ..... 1.00
238 RB/GA, Sandman ..... 1.00
239 RB/GA, Thirst ..... 1.00
240 GA, Flash ..... 1.00
241 GA/AA, Spectre ..... 1.00
242 Sr Fate ..... 1.00
243 team up ..... 1.00
244-246 ..... 1.00
247 Elongated Man ..... 1.00
248 A,-- D.-- S.T. Howard ..... 1.25
249 Huwnger ..... 1.00
250 I-- Diana ..... 1.75
251 D-- Diana ..... 1.75
252-253 ..... 1.75
254 A-- Angle Man ..... 1.75
255-256 ..... 1.75
262 RE (P) ..... 1.75
263 A-- El Gaucho ..... 1.75
264-266 ..... 1.75
267 268 A-- Animal Man ..... 1.75
269 WW (I) ..... 1.75
270 ..... 1.75
271 272 IS, Hurricns ..... 1.75
273 IS, A-- Angle Man, Huntress ..... 1.75
274 IS, A-- Huntress ..... 1.75
275 276 IS, A-- Chemlist, Huntress ..... 1.75
277 IS, A-- Nubia, Huntress ..... 1.75
278 IS, Huntress ..... 1.75
279-280 IS, A-- Demon ..... 1.75
281 282 IS, A-- Joker ..... 1.75
283 Huntress vs. Joker ..... 1.75
284 E-7 Robin ..... 1.75
285 DA, E-2 Robin ..... 1.75
286 ISA, A-- Huntress ..... 1.75
287 DH/WT, A-- Teen Titans ..... 2.25
288 GC/RT, New WW, I-- Silver Swan ..... 1.75
289 299 GC/JAT, A-- Dr. Psycho ..... 1.75
291 GC/FMc, A-- Zatanna ..... 1.75
292 GC/FMc/RT, A-- Supergirl ..... 1.75
293 GC/FMc, A-- Starfire, Raven ..... 1.75
294 GC/FMc, A-- Blackbuster ..... 1.75
295 296 GC/FMc, A-- Gen. Electric ..... 1.75
297 MK (C), GC/FM, A-- Gen. Electric ..... .75
298 FM/DG (C), GC/FMc, Huntress ..... 75
299 GC/FMc/JSA, Huntress ..... 75
300 S, Mahnke, I-- New Titans ..... 2.75
301-302 ..... 60
303 GC, Huntress ..... 60
304 ..... 60
305 GC, Huntress ..... 60
306-307 ..... 60
308 Black Canary I ..... 60
309 Black Canary II ..... 60
310 Huntress ..... 60
311 DH ..... 75

**WORLD OF KRYPTON**

1 HC/MA, O-- Jor-El ..... $1.50
2 HC/MA, A-- Superman ..... 1.00
3 HC (P) ..... 1.00

**WORLD'S FINEST COMICS**

115 120 ..... $10.00
121-139 ..... 7.00
140 CS (P) ..... 7.00
141 ..... 7.00
142 O-- Comp. Superman ..... 8.00
143-149 ..... 6.00
150 A-- Robin & Sarbian CS (P) ..... 6.00
151 CS (P) ..... 3.50
152 CS (P) ..... 3.50
153-155 ..... 3.50

156 CS (P) A— Bizarro, Inker 3.50
157-158 CS (P) 3.50
159 CS (P) A— Dr Zodiac 3.50
160 reprint 3.50
161 giant 4.50
162 CS (P) 3.50
163-165 3.50
166 CS (P) A— Superman 3.50
167-168 3.50
169 CS (P) A— Superman 3.50
170 rep giant 4.50
171 3.50
172 CS (P) 3.00
173-174 3.50
175 NA, C— Flash 5.00
176 N— Supergirl, Batgirl 3.50
177 3.50
178-187 CS (P) A— Green Arrow 1.50
188 rep 1.50
189 RA (P), A— Luthor giant 2.00
189 1.50
190 RA (P), A— Luthor 1.50
191 RA (P) 1.50
193-194 1.50
195-196 RA (P) 1.50
197 giant 2.00
198 1.50
199 DG, Superman/Flash 1.50
200-204 1.50
205 Fraxetta ad, Teen Titans 2.50
206 rep. giant 2.00
207 1.50
208 DD, Dr Fate 1.00
209 DD, Hawkman 1.00
210-215 1.00
216 DD/MA 1.00
217 DD/MA, A— Metamorpho 1.00
218 1.00
219 DD (P) 1.00
220 1.00
221 DD/MA 1.00
222 DD (P) 1.00
223 MA, giant 3.00
224 giant 2.00
225 DD (P), giant 2.00
226 MA, giant 3.00
227-229 giant 2.00
230 giant 2.00
231 CS (P), A— Adams 1.00
232 DD (P) 1.00
233-238 1.00
239 CS (P), A— Gold of Metal Men 1.00
240-242 1.00
243 CS/AM, A— Robin 1.00
244 A.Ega/MA/TA/IG, giant 2.00
245 CS/MA/AM/JA/GM, giant 2.00
246 KS/AM/JA/TA/GM, A— JLA 2.00
247 KS/GM, giant 2.00
248 KS/GM/DG, giant 2.00
249-252 KS/DG/GM, giant 2.00
253 KS/DM, Shazam begins 2.00
254 GT/DM, Shazam 2.00
255 A.Ega/DA/SD, Green Arrow 1.50
256 MA/JM/KG, giant 2.00
257 DD/FMC/DH/KS, giant 2.00
258 A.Ega/DG/FMC/DH/KS/MA (c) giant 2.00

259 RB/DG/AM/MM/DH/KS 2.00
260-263 DG/DH/KS 1.00
264-265 RB/DH 1.00
266-267 RB/DG/DH 1.00
268 270 RB 1.00
271 RB, A— Superman/BM Team 1.00
272 RB (P)/DH (P), Hawkgirl 1.25
273 JSa/DH, A— Plastic Man 1.25
274 GC, DH 1.25
275-278 RB 1.25
279 NF 1.25
280 RB 1.25
281 JM 1.25
282 JM/FM/GM 1.25
283 GT/FM/GH, Green Arrow 1.00
284 GT, A— Aquaman/GI Green Arrow 1.50
285 FM (C)/RB (P), A— Zatanna 1.25
286 RB (P), A— Catwoman 1.00
287 A— Flash 1.00
288-293 1.00
294 V— Tomahawk 1.00
295 1.00
296 RA, Pantheon I 1.00
297 RA, Pantheon II 1.00
298 RA, Pantheon III 1.00
299 RA 1.75

## MARVEL

### ADVENTURE INTO FEAR

| | |
|---|---|
| 1 science fiction | $1.50 |
| 2-5 science fiction | 2.00 |
| 6 SD, science fiction | 1.50 |
| 8 SD/JK/BE, science fiction | 1.50 |
| 9 JK, science fiction | 1.50 |
| 10 HC, Man Thing | 2.00 |
| 11 RB, Adams cover | 2.00 |
| 12 JSn/RB | 3.00 |
| 13 HB | 1.50 |
| 14 HW | 1.50 |
| 15-18 FB/HW | 1.50 |
| 19 1st Howard the Duck | 9.00 |
| 20 FC, Morbius | 7.00 |
| 21 GK | 75 |
| 22 FB | 75 |
| 23 CR 1st Russell art | 75 |
| 24 CR | 75 |
| 25 | 75 |

### ALPHA FLIGHT

| | |
|---|---|
| 1 Bly, J— Puck/Mavrik | $2.50 |
| 2 Bly/Austin | 82.00 |
| 3 Bly Snowbird | 2.00 |
| 4 Bly A— Sub-Mariner | 1.25 |
| 5 Bly Puck | 1.00 |
| 6 Bly, Snowbird | 1.00 |

### AMAZING ADVENTURES

#### 1ST SERIES

| | |
|---|---|
| 1 JK/JB, Inhumans | $3.00 |
| 2 JB/JT | 1.75 |
| 3 GC/JB, 1st Colan art | 2.00 |
| 4 BEv/JB/GC | 2.00 |
| 5 GC/MA | 4.00 |
| 6-7 BEv/MA | 4.00 |
| 8 BEv/MA, L— Black Widow | 4.00 |
| 9 | 3.00 |
| 10 L— Inhumans | 1.75 |
| 11 G— new Beast | 3.50 |
| 12 WP, Beast/Iron Man | 2.00 |
| 13 1st McGuire | 1.00 |
| 14 Iron Man | 2.00 |
| 15 A— Fagin | 1.00 |
| 16 JSn, A— Juggernaut | 2.00 |
| 17 JSn, A— Miles | 2.00 |
| 18 HC/NA, L— Kirbaves | 5.00 |
| 19 HC, Kirbaves | 2.00 |
| 20-28 Kirbaves | 2.00 |
| 25 RB, Kirbaven | 2.00 |
| 29 GC, Kirbaven | 2.00 |
| 27 CR/JSn, L— C. Russell art | 4.00 |
| 28 JSn/CR, Kirbaven | 2.00 |
| 29-33 CR, Kirbaven | 1.50 |
| 34 CR, D— Hawk | 1.25 |
| 35-36 CR, Kirbaven | 2.00 |
| 37 CR, D— Old Skull | 1.50 |
| 38-39 CR, Kirbaven | 1.50 |

### AMAZING ADVENTURES

#### VIM! VIGOR!

| | |
|---|---|
| 1 rep. X-Men #1 | $1.25 |
| 2-5 all X-Men rep | .75 |
| 6 BWr/JK, X-Men rep | .75 |
| 7 JK/GT, X-Men rep | .75 |
| 8 GT, L— Kerman | .75 |
| 9 BWr/JK/GT | .75 |
| 10 JK, X-Men rep | .75 |
| 11-14 X-Men rep | .75 |

### AMAZING FANTASY

15 SD/JK/DA, C— Spider-Man $1 000.00

### ANNUAL

| | |
|---|---|
| 1 SD/JR, D— Spider-Man | $650.00 |
| 2 SD, L— Vulture | 250.00 |
| 3 SD, L— Dr. Octopus | 150.00 |
| 4 SD, D— L. Sandman | 125.00 |
| 5 SD/SA, D— Doom | 85.00 |
| 6 SD, L— Lizard | 85.00 |
| 7 SD, A— Vulture | 70.00 |
| 8 SD/A— FF | 70.00 |
| 9 SD/A, D— Electro | 70.00 |
| 10 SD, L— Big Man | 70.00 |
| 11 SD, L— Slotty Bad | 50.00 |
| 12 SD, A— Dr. Octopus | 50.00 |
| 13 SD, L— Mysterio | 50.00 |
| 14 SD, L— Green Goblin | 50.00 |
| 15 SD, I— Raven | 50.00 |
| 16 SD, D— Daredevil | 25.00 |
| 17 SD, A— Green Goblin | 25.00 |
| 18 SD, A— Sandman | 25.00 |
| 19 SD, I— Ned Leeds | 25.00 |
| 20 SD, I— D. Scorpion | 30.00 |
| 21 SD, A— Human Torch | 25.00 |
| 22 SD, A— Reignmaster | 15.00 |
| 23 SD, A— Green Goblin | 15.00 |
| 24 SD, A— Mysterio | 15.00 |
| 25 SD, A— Mary Jane Watson | 25.00 |
| 26 SD, L— Cosmic Master | 12.50 |
| 27 SD, L— Cosmic Master | 12.50 |
| 28 SD, L— D— Molten Man | 12.50 |
| 29 SD, A— Scorpion | 12.50 |
| 30 SD | 12.50 |
| 31 SD, I— Gwen Stacy | 10.00 |
| 32 33 SD, A— Dr. Octopus | 9.00 |
| 34 SD, A— Raven | 9.00 |
| 35 SD, L— Molten Man | 9.00 |
| 36 SD, I— Looter | 9.00 |
| 37 SD, I— Norman Osborn | 9.00 |
| 38 SD | 9.00 |
| 39 JR, 1st Rometa Art | 10.00 |
| 40 FI, D— Green Goblin | 10.00 |
| 41 JR, I— Rhino | 7.00 |
| 42 JR, I— Mary Jane's face | 7.00 |
| 43 JR, A— Rhino | 7.00 |
| 44 45 JR, A— Lizard | 7.00 |
| 46 JR, A— Vulture | 7.00 |
| 47 JR, C— Green Goblin | 7.00 |
| 48 49 JR, A— Vulture | 7.00 |
| 50 JR, I— Noggin | 15.00 |
| 51 52 JR, A— Kingpin | 5.00 |
| 53 55 JR, A— Dr. Octopus | 5.00 |
| 56 JR, I— Captain Stacy | 5.00 |
| 57 58 JR/DH, A— Rai Zar | 5.00 |
| 59 61 JR/DH, A— Kingpin | 5.00 |
| 62 JR/DH, A— Mysterio | 4.00 |
| 63 64 JR/DH, A— Vulture | 4.00 |
| 65 JR | 4.00 |
| 66 JR/DH, A— Mysterio | 4.00 |
| 67 JR, I— Randy Robertson | 4.00 |
| 68 JR/DH, A— Vulture | 4.00 |
| 71 JR A— Ducksilver | 4.00 |
| 72 JR, A— Shaker | 4.00 |
| 73 JR, I— Man-Mountain | 4.00 |
| 74 JR, A— Mantis & Silvermane | 4.00 |
| 75 JR, A— Mantis | 4.00 |
| 76 JR, A— Lizard | 4.00 |
| 77 JR/JB A— Lizard | 4.00 |
| 78 JR/JB, A— Prowler | 4.00 |
| 79 JR, A— Prowler | 4.00 |
| 80 JR/JB, A— Chameleon | 4.00 |
| 81 JR/JB, A— Kangaroo | 3.50 |
| 82 JR, A— Electro | 3.50 |
| 83 JR, I— Scherer | 3.50 |
| 84-85 JR/JB, A— Kingpin | 3.50 |
| 86 JR, A— Black Widow | 3.50 |
| 87 JR | 3.50 |
| 88 JR, A— Dr. Octopus | 3.50 |
| 89 JR/GK A— Dr. Octopus | 3.50 |
| 90 JR/BN, A— Dr. Octopus | 6.00 |
| 91 97 JR/GK, A— Butler | 4.00 |
| 92 JR, A— Prowler | 4.00 |
| 93 JR/GK, A— Beetle | 4.00 |
| 95 JR/SB | 4.00 |
| 96 97 JR/DH | 10.00 |
| 98 GK, L— Green Goblin | 10.00 |
| 99 GK, A— Johnny Carson | 6.00 |
| 100 GK, D— Green Goblin | 12.00 |
| 101-107 GK, A— Morbius | 8.00 |
| 108 JR, A— Raven | 3.00 |
| 104 GK, A— Raven | 3.00 |
| 105 GK | 3.00 |
| 106 107 JR | 3.00 |
| 108 JR A— Sha Shan | 3.00 |
| 109 JR, A— Orange Sha Shan | 3.00 |
| 110 JR | 3.00 |
| 111 JR, A— Raven | 3.00 |
| 112 JR | 3.00 |
| 113 JR/JL, I— Hammerhead | 4.00 |
| 114 JR/JSn, Hammerhead | 4.00 |
| 115 JR A— Hammerhead | 3.00 |
| 116 JR, A— Crusader | 3.00 |
| 117 JR, A— Disruptor | 3.00 |
| 118 JR, A— Kraven | 3.00 |
| 119 JR2, Hulk | 5.00 |
| 120 JR, A— Hulk | 5.00 |
| 121 JR/GK, A— Green Goblin | 20.00 |
| 122 JR/GK, D— Green Goblin | 20.00 |
| 123 GK/JR, D— Green Goblin (Power Man) | 4.00 |
| 124 GK/JR A— Man-Wolf | 2.50 |
| 125 JR A— Man-Wolf | 2.50 |
| 126 RA (P), A— Kangaroo | 2.50 |
| 127 128 RA (P), A— Vulture | 2.50 |
| 129 RA (P), I— Jackal | 5.00 |
| 130 RA, A— Hammerhead | 2.00 |
| 131 JR A— Hammerhead | 2.00 |
| 132 133 RA, A— Molten Man | 2.00 |
| 134 135 RA, A— Tarantula | 2.00 |
| 136 R— Green Goblin | 2.00 |
| 137 A— Green Goblin | 2.00 |
| 138 2.00 | |
| 139 140 A— Grizzly | 2.00 |
| 141 A— Mysterio | 2.00 |
| 142 V— Spidey & Mysterio M— Ned Leeds | 2.00 |
| 143 A— Betty Brant | 2.00 |
| 143 144 A— Cyclone | 2.00 |
| 145 A— Looter | 2.00 |
| 146 JR/JR2, A— Scorpion | 2.00 |
| 147 A— Tarantula | 2.00 |
| 148 A— Vulture | 2.00 |
| 149 D— Jackal | 2.00 |
| 150 A— Spidey vs. Hammerhead | 2.00 |
| 151 JR, A— Green Goblin | 2.00 |
| 152 153 RA, A— Molten Man | 2.00 |
| 154 SB, A— Sandman | 1.75 |
| 155 SB | 1.75 |
| 156 A— Mirage | 1.75 |
| 157 159 A— Dr. Octopus | 1.50 |
| 160 Spidey, V— Tinkerer | 1.75 |
| 161 A— Mysterio (cr X-Men) | 4.50 |
| 162 Nightcrawler | 4.50 |
| 163-164 A— Kingpin | 1.75 |
| 165 A— Stegron | 1.75 |
| 167 A— Spider Slayer | 1.75 |
| 168 DA, C— The Wog | 1.75 |
| 169 | 1.75 |
| 170 A— Dr. Faustus | 1.75 |
| 171 A— Dr. Ralph Ryder | 1.25 |
| 172 A— Rocket Racer | 1.25 |
| 173 A— Molten Man | 1.25 |
| 174 A— Puncher | 1.25 |
| 175 D— Kingpin | 1.25 |
| 176 V— Green Goblin | 1.25 |
| 177 A— Green Goblin | 1.25 |
| 178 A— Green Goblin | 1.25 |
| 179 V— Green Goblin | 1.25 |
| 180 D— Dr. Hamilton | 1.25 |
| 181 SB | 1.25 |
| 182 A— Rocket Racer | 1.25 |
| 183 BMc, A— Big Wheel | 1.25 |
| 184 185 A— Kingpin | 1.25 |
| 186 KP, A— Chameleon | 1.25 |
| 187 JSt/BMc, A— Electro | 1.25 |
| 188 KP, A— Jigsaw | 1.25 |
| 189 JR, A— Man-Wolf | 1.50 |
| 190 JR, A— Man-Wolf | 1.50 |
| 191 KP | 1.00 |
| 192 JR/KP, A— The Fly | 1.00 |
| 193 JR, A— Vulture | 1.00 |
| 194 195 KP, A— Black Cat | 1.00 |
| 196 AM, A— Kangaroo | 1.00 |
| 197 KP, A— Kingpin | 1.00 |
| 198 SB, A— Mysterio | 1.00 |
| 199 SB, V— Tarantula | 1.00 |
| 200 BP, D— Spider-Man | 2.50 |
| 201 202 KP, A— Punisher | 1.00 |
| 203 BP, A— Dazzler | 3.00 |
| 204 205 KP, A— Black Cat | 1.00 |
| 206 JSt/GD | 1.00 |
| 207 A— Mesmero | 1.00 |
| 208 | 1.00 |
| 209 AM/BMc/KJ, A— Kraven | 1.00 |
| 210 AM/KJ | 1.00 |
| 211 JR2/ES, A— Sub-Mariner | 1.00 |
| 212 JR2/ES, A— Kingpin | 1.00 |
| 213 214 JR2, A— Wizard | 1.00 |
| 215 JR2, A— Sub-Mariner | 1.00 |
| 216 JR2 | 1.00 |
| 217 JR2, A— Hydra-Man | 1.00 |
| 218 JR2, AM— Molter Man | 1.00 |
| 219 LMc, Molter Cover | 1.50 |
| 220 AM/BMc, A— Moon-Knight | 7.00 |
| 221 A— Ramrod | 1.00 |
| 222 BH, A— Speed Demon | 75 |
| 223 JR2/AM, A— Red Ghost | 75 |
| 224 JR2, A— Vulture | 75 |
| 225 JR2, A— Fool/Killer | 75 |
| 226 227 JR2, A— Black Cat | 1.00 |
| 228 | 75 |
| 229 230 JR2, A— Juggernaut | 75 |
| 231 JR2, A— Cobra | 75 |
| 232 JR2 V— Mr. Hyde | 75 |
| 233 | 1.00 |
| 234 JR2 | 75 |
| 235 JR2, D— Wild-a the Wog | 75 |
| 236 JR2, A— Wild-a the Wog | 75 |
| 237 BH A— Shi-Ma-Re | 75 |
| 238 JR/JR2 I— Hobgoblin | 75 |
| 239 JR2, A— Hobgoblin | 75 |
| 240 241 JR2, A— Kraven | 3.00 |
| 242 JR2, A— Black Cat | 75 |
| 243 JR2, Mary Jane Watson | 75 |
| 244 GC | 5.00 |
| 245 JR2 | 75 |
| 246 JR2, Black Cat | 75 |
| 247 248 JR2 | 75 |
| 249 JR2 V— Kingpin, Hobgoblin | 75 |
| 250-251 JR2 A— Hobgoblin | 75 |
| 252 | 1.00 |
| Annual #1 — 50, I— Sinister Six | 30.00 |
| Annual #2 — 50, rep | 12.00 |
| Special #1 — JR/DR, rep | 7.00 |
| Special #4 — A— Wizard | 7.00 |
| Special #5 — JR A— Red Skull | 4.00 |
| Special #6 — rep | 4.00 |
| Special #7 — rep | 4.00 |
| Special #8 rep | 4.00 |
| Kung Size #9 — rep | 4.00 |
| Annual #10 — GK, A— Human Fly | 4.00 |
| Annual #11, DP '82/AM, A— The Stinger | 2.50 |
| Annual #12 — rep | 1.50 |
| Annual #13 — DP/TA, A— Dr. Octopus | 1.25 |
| Giant Size #6 — rep. annual #4 | 1.50 |

### ANNE

| | |
|---|---|
| 1 3 movie story | $ 60 |

### ANTHONY HALL

| | |
|---|---|
| 1 JK/MW, Ka-Zar, Dr. Doom | $3.00 |
| 2 JK/MW, Ka-Zar/Dr. Doom | 2.00 |
| 3 BS/MW, Ka-Zar/Dr. Doom | 3.00 |
| 4 BS/MW, Ka-Zar/Dr. Doom | 3.00 |
| 5 BS/GT, Ka-Zar/Dr. Doom | 3.00 |
| 6 BS/GT/DA, Ka-Zar/Dr. Doom | 3.00 |
| 7 MT/GC, Ka-Zar/Dr. Doom | 2.50 |
| 8 MT Ka-Zar/Dr. Doom | 1.50 |
| 9 JB Ka-Zar/Dr. Doom | 1.50 |
| 10 SB/BS, Ka-Zar/Dr. Doom | 3.00 |
| 11 JSn/BS, Ka-Zar/Dr. Doom | 1.50 |
| 12 MA, JB, V— Man Thing | 1.00 |
| 13 JB/BS, V— Man Thing | 1.00 |
| 14 rep Ka-Zar | 1.00 |
| 15 GK/TS | 1.00 |
| 16 TS | 1.00 |
| 17 DA, V— Gemini | 1.00 |
| 18 DA, GC | 1.00 |
| 19 DA/JK/BS/I— Victorius | 1.00 |
| 20 MSe | 1.00 |
| 21 O— It retold | 1.00 |
| 22 24 | 1.00 |
| 25 RB, O— Deathlok | 2.00 |
| 26-28 RB, O— Deathlok | 1.00 |
| 29 Guardians | 1.00 |
| 30 RB/KP Deathlok | 1.25 |
| 31 BW/PB/KP, Deathlok | 1.00 |
| 32 RB/KP | 75 |
| 33-35 RB/KJ | 75 |
| 36 RB, KP | 75 |

### AVENGERS

| | |
|---|---|
| 1 JK, Origin | $350.00 |
| 2 JK, Space Phantom | 125.00 |
| 3 JK, AM/DH, Kree | 80.00 |
| 4 JK, Capt. America | 120.00 |
| 5 JK, Hulk leaves | 40.00 |
| 6 JK | 35.00 |
| 7 JK, Zemo | 30.00 |
| 8 JK, Kang | 30.00 |
| 9 JK, Wonder Man dies | 30.00 |
| 10 JK, I— Hercules | 28.00 |
| 11 JK, Super-Man | 22.00 |
| 12 JK | 20.00 |
| 13 JK, I— Maggia | 20.00 |
| 14 JK, Watcher | 20.00 |
| 15 JK, D— Zemo | 20.00 |
| 16 JK, new Avengers | 14.00 |
| 17 JK/DH, Hulk | 14.00 |
| 18 JK/DH | 14.00 |
| 19 JK/DH/WM, O— Hawkeye | 14.00 |
| 20 21 JK/DH/WM | 10.00 |
| 22 JK/DH | 10.00 |
| 23 24 JK/DH/Kang | 6.00 |
| 25 JK/DH, Dr. Doom | 6.00 |
| 26 27 JK/DH | 5.00 |
| 28 JK/DH, 1st Collector | 5.00 |
| 29 JK/DH, Black Widow | 5.00 |
| 30 31 JK/DH | 5.00 |
| 32 DH, I— Bat Foster | 4.00 |
| 33 35 DH | 4.00 |
| 37 GK/DH | 4.00 |
| 38 DH, Hercules | 4.00 |
| 39 DH | 4.00 |
| 40 DH, Sub-Mariner | 4.00 |
| 41 42 JB | 3.00 |
| 43 JB I— Red Guardian | 3.00 |
| 44 JB | 3.00 |
| 45 DH, Hercules joins | 3.00 |
| 46 JB | 3.00 |
| 47 JB, O— new Black Knight | 3.00 |
| 48 JB, O— II | 3.00 |
| 49 51 JB | 3.00 |
| 50 JB, I— Grim Reaper | 3.00 |
| 53 JB, X-Men | 3.00 |
| 54 JB, I— Crimson Cowl | 3.00 |
| 55 JB | 3.00 |
| 56 JB, Blacky death | 3.00 |
| 57 JB, 1st Vision | 18.00 |
| 58 JB, O— Visions | 15.00 |
| 59 JB, 1st Vision Jacket | 6.00 |
| 60 JB, M— Henry & Janet Pym | 6.00 |
| 61 JB, O— Starcore | 5.00 |
| 62 JB, Black Panther | 5.00 |
| 63 GC | 3.00 |
| 64 GC | 5.00 |
| 65 JB/GC, O— Swordsman | 5.00 |
| 66 BS, I— Ultron 6 | 3.00 |
| 67 BS, Shield | 3.00 |
| 68 SB, Ultron | 3.00 |
| 69 SB/GC, I— Nighthawk | 5.00 |
| 70 SB/GC, I— Squadron Sinister | 5.00 |
| 71 SB/GD, 1st Invaders | 6.00 |
| 72 SB, I— Zodiac | 4.00 |
| 73 SB, O— Sons of Serpent | 4.00 |
| 74 JB | 4.00 |
| 75 JB, I— Arkon | 4.00 |
| 76-77 JB | 4.00 |
| 78 | 4.00 |
| 79 JB | 4.00 |
| 80 JB O— new Red Wolf | 4.00 |
| 81 JB | 4.00 |
| 82 JB Daredevil | 4.00 |
| 83 JB, I— Valkyrie | 5.00 |
| 84 JB | 4.00 |
| 85 JB A— Nighthawk | 4.00 |
| 86 SB, A— Nighthawk | 4.00 |
| 87 SB, O— Black Panther | 4.50 |
| 88 SB, A— Black Panther | 4.50 |
| 89 SB, Kree/Skrull | 4.00 |
| 90 SB, Capt. Marvel | 4.00 |
| 91 SB | 4.00 |
| 92 SB, NA, (c) | 5.00 |
| 93 NA | 17.00 |
| 94 NA, g.s 52pp | 4.00 |
| 95 NA, A— Inhumans | 15.00 |
| 96 NA | 16.00 |
| 97 SB/BEv/DR, end of war | 7.00 |
| 98 99 BS | 10.00 |
| 100 BS, Rare | 14.00 |
| 101 RB | 4.00 |
| 102 RB, Serviheels I | 4.00 |
| 103 RB, Serviheels II | 4.00 |
| 104 RB Serviheels III | 4.00 |
| 105 RB, Serviheels IV | 4.00 |
| 106 RB, DC | 4.00 |
| 107 RB, DC | 4.00 |
| 108 DC, Capt. Marvel | 4.00 |
| 109 FM/DM | 4.00 |
| 110 DH, Daredevil | 4.00 |
| 111 DH, X-Men | 6.00 |
| 112 DH, I— Mantis | 4.00 |
| 113 DH | 4.00 |
| 114 DH, Mantis joins | 4.00 |
| 115 DH, A— Defenders | 3.00 |
| 116-119 DH | 3.00 |
| 120 DH/GSH | 4.00 |
| 121 DH | 3.00 |
| 122 DH | 3.00 |
| 123 DH, O— Mantis | 3.00 |
| 124 JBy/DC, A— Fame | 3.00 |
| 125 JBy/DC, Thanos | 3.00 |
| 126 DC | 3.00 |
| 127 SB, A— Inhumans | 3.00 |
| 128 SB, A— FF | 3.00 |
| 129 SB Kang | 3.00 |
| 130 SB | 3.00 |
| 131 SB | 3.00 |
| 132 SB, Kang | 2.50 |
| 133-135 RB/KP | 2.50 |
| 136 SB | 3.00 |
| 137 GP, Prince Namir | 2.50 |
| 138 GP | 2.50 |
| 139 GP | 2.50 |
| 140 148 JR, GP | 2.50 |
| 147 GP | 2.50 |
| 148 JR, GP | 2.50 |
| 150 GP | 2.50 |
| 151-152 JR/Wonder Man | 2.50 |
| 157 JR/JB | 2.50 |
| 153 JR, Whizzer | 2.50 |
| 154 JBy | 2.25 |
| 155-156 JR, Dr. Doom | 2.25 |
| 157 JR/TA, Black Knight | 2.25 |
| 158 JR | 2.25 |
| 159 JR | 2.25 |
| 160 O— Vision | 2.25 |
| 161 JBy/GP, A— Ant-Man | 3.00 |
| 162 JBy/GP, A— Jocasta | 3.00 |
| 163 JBy/GP/GT, Champions | 3.00 |
| 164 JBy/GP | 3.00 |
| 165 166 JBy | 6.00 |
| 167 GP, Graduates | 2.00 |
| 168 GP/TA | 2.00 |
| 169 DC | 2.00 |
| 170 GP/TA, Jocasta | 2.00 |
| 171 GP/TA, Ditkos | 2.00 |
| 172 GP/TA, I— Mr. Gunch | 1.50 |
| 173 GP/TA, Heroviles | 1.50 |
| 174 GP/TA | 1.50 |
| 175 DC/TA | 1.50 |
| 176 TA | 1.50 |
| 177 DC/TA, D Michael | 1.50 |
| 178 JR/GC/GT, Beast | 1.50 |

147 GC, V– Killgrave ..... 1.00
148 GC, V– Deathstalker ..... 1.00
149 KJ, V– Smasher ..... 1.00
150 KJ, V– Paladin ..... 1.25
151 GC ..... 1.00
152 KJ, V– Paladin ..... 1.00
153 GC, V– Cobra ..... 1.00
154 GC, V– Mr. Hyde ..... 1.00
155 KJ, V– Wolfsbane ..... 1.00
156-157 GC, V – Deathstalker ..... 1.00
158 FM, V– Deathstalker ..... 45.00
159 FM, V– Bullseye ..... 20.00
160 FM, V– Bullseye ..... 15.00
167 SD ..... 2.00
163 FM, A– V– Hulk ..... 12.00
164 FM, A– V– Hulk ..... 12.50
165 FM, V– Dr. Octopus ..... 12.50
166 FM, V– Gladiator ..... 12.50
167 FM, V– Mauler ..... 12.50
168 FM, V– Power Man & Iron Fist ..... 13.50
169 FM, V– Elektra ..... 3.50
170 FM, V– Elektra ..... 3.50
171 FM, V– Bullseye, D– Elektra ..... 5.00
172 FM, V– Punisher ..... 3.00
183-184 FM, V– Punisher ..... 3.50
185 FM, A– Avengers ..... 1.50
186 FM, V– Talisman ..... 1.50
187 FM, A– Stick ..... 1.50
188 FM, A– Black Widow ..... 4.00
189 FM, A– Stick, A– Black Widow ..... 1.50
190 FM, A– Elektra ..... 1.50
191 FM, A– Stick ..... 1.50
192 KJ, A– Kingpin ..... 1.00
193 KJ, Willow ..... 1.00
194 KJ, past ..... 1.00
195 KJ ..... 1.00
196 KJ, A– Wolverine ..... 1.50
197 V– Wolverine ..... 1.00
198 Yunioi ..... 60
199 Yunioi ..... 60
200 A. Bullseye ..... 60
201 206 ..... 60

## GIANT

1 ... ANNUAL ..... $2.00

1 GC ..... $5.00
2-3 reg. ..... 2.00
4 Black Panther ..... 1.75

## DAZZLER

1 (#2, 1st direct ..... $2.50
2 (#2/AA, A– When ..... 2.00
3 (#2, Dr. Doom ..... 1.00
4 FS, D– Doom ..... 1.00
5 FS, Blue Shield ..... 1.00
6-7 FS, Hulk ..... 1.00
8 FS, Quasar ..... 1.00
9 FS, D– Klaw ..... 1.00
10-11 FS, Galactus ..... 1.00
12 FS ..... 1.00
13 FS, V– Grapplers ..... 1.00
14 FS, She-Hulk ..... 1.00
15 FS/ BSc, Spider-Woman ..... 1.50
16 FS/ BSc, Enchantress ..... 1.50
17 FS, Angel ..... 1.50
18 FS/ BSc, FF ..... 1.50
19 FS, Blue Bolt ..... 1.00
20 FS ..... 1.00
21 22 FS, Angel ..... 1.00
23 FS, Flame ..... 1.00
24 FS, Power Man, Iron Fist ..... 1.00
25 ..... 1.00
26 FS, Lois London ..... 1.00
27 FS, Hogue ..... 1.00
28 FS, R Rebotoh ..... 75
31 32 ..... 75

## DEFENDERS

1 SB, Ikh ..... $17.50
2 SB, Silver Surfer ..... 10.00
3 SB/ BK, Silver Surfer ..... 8.00
4 SB/ FMc, Black Knight ..... 7.00
5 SB/ FMc, Omegatrex ..... 4.00
6 SB/ FMc, Silver Surfer ..... 4.00
7 SB, A– Hawkeye ..... 5.00
8-11 SB/ FMc, Avengers ..... 4.00
12 SB/ Mo, Xemna ..... 3.00
13 SB/ FMc, Nighthawk ..... 3.00
14 SB/ DGr, D– Hyperion ..... 3.00
15 SB/ KJ, Professor X ..... 3.00
16 SB, Professor X ..... 3.00
17-18 SB/ DGr, Power Man ..... 3.00
19 SB/ KJ, Power Man ..... 3.00
20 SB, Thing ..... 3.50
21 SB, D– Valkyrie ..... 2.00
22 SB ..... 2.00
23 SB, Yellowjacket ..... 1.00
24 SB/ BMc, Daredevil ..... 2.75
25 SB/ JAb, Daredevil ..... 2.25
26-27 SB, Guardians ..... 2.00
28 SB, Star Hawk ..... 2.00
29 SB, Guardians ..... 2.00
30 Jab, Wong ..... 2.00
31 SB/ BM, Nighthawk ..... 2.00
32 SB/ BM, D– Nighthawk ..... 2.50
33 34 SB/ BM ..... 2.00
35 SB/ KJ, A– Red Guardian ..... 2.00
36 SB/ KJ, Red Guardian ..... 2.00
37 SB/ KJ, Luke Cage exes ..... 1.75

38 SB/ KJ, Elf ..... 1.75
39 SB/ KJ, V– Tetkira ..... 1.75
40 SB/ KJ ..... 1.75
41 SB/ KJ, Nighthawk ..... 1.75
42 KG/ KJ, Giffen art ..... 4.00
43 KG/ KJ, Giffen art ..... 4.00
44 KG/ KJ, Hellcat exes ..... 4.00
45 KG/ KJ ..... 4.00
46 KG/ KJ, D– Strange leaves, Luke Cage quits ..... 4.00
47 KG/ KJ, Moon Knight ..... 4.00
48 KG, Wonder Man ..... 4.00
49 KG, D– Scorpio ..... 4.00
50 KG, Zodiac ..... 4.00
51 KG, Moon Knight ..... 4.50
52 KG, Hulk, A– V– Sub-Mariner ..... 2.50
53 DC/ MG, TA, Clea ..... 2.50
54 MG, Hell's Fury ..... 2.50
55 CI, D– Red Guardian ..... 2.25
56 CI, Hellcat ..... 2.25
57 DC, Ms. Marvel ..... 2.25
58-60 Dr. Strange ..... 2.50
61 Spider-Man ..... 2.50
62 Hercules ..... 2.25
63-64 Multi ..... 2.25
65 Red Guardian ..... 2.25
66 Ms. Marvel ..... 2.25
67 Valkyrie II ..... 2.25
68-70 ..... 2.25
71 Hellcat ..... 2.25
76 HT, D– Omega ..... 2.50
77 HT, Moon Dragon ..... 2.00
78 HT, Yellowjacket ..... 1.00
79 HT, Tunnel World ..... 1.00
80 HT/ DGr, Nighthawk ..... 1.00
81 HT, Tunnel World ..... 1.00
82 HT, Tunnel World ..... 1.00
84-86 DF/ JSn, Black Panther ..... 1.00
87 DF/ DGr ..... 1.00
88 DF/ JSn, Matt Murdock ..... 1.00
89 DF/ JSn, D– Hellcat's mother ..... 1.00
90-91 DF/ JSn, Daredevil ..... 1.25
92 DF/ JSn ..... 1.00
93 DF/ JSn, Son of Satan ..... 1.00
94 DF/ JSn, Hellcat ..... 1.00
95 DF/ JSn, Hellcat ..... 1.00
96 DF/ JSn, Ghost Rider ..... 1.00
97 DF/ JSn, Silver Messiah ..... 1.00
98 DF/ JSn ..... 1.00
99 DF/ JSn, conflict ..... 1.25
100 DF/ JSn, double size ..... 1.50
101 DF/ JSn, Silver Surfer ..... 1.25
102 DF/ JSn, Nighthawk ..... 1.25
103 DF/ JSn, Gargoyle ..... 75
104 DF/ JSn, Devil Slayer ..... 75
105 DF/ JSn, FT ..... 75
106 DF, Daredevil ..... 1.00
107 DF/ JSn, Enchantress ..... 75
108 DF, Devil Slayer ..... 75
109-110 DF ..... 75
112 DF, D– Overmind ..... 75
113 DF ..... 75
114 DF, V– Yul ..... 75
115 DF, D– Doctor Doom ..... 75
116 DF, Two by Two ..... 75
117 DF, Overmind exes ..... 75
118 DF, Son of Satan ..... 75
119 SB/ Ukh, battle ..... 75
120 ..... 75
121 DF, Miracle Man ..... 75
122 DF, Miracle Man ..... 75
123 DF Elves ..... 75
124 DF, Ecotpt ..... 75
125-126 ..... 75
127 SB, Cloud ..... 75
128-132 ..... 75

## GIANT SIZE

1 (Sn 0– Hulk ..... $3.00
2 GK/AI, Son of Satan ..... 2.00
3 JSn, Daredevil ..... 4.00
4 DH, Yellowjacket ..... 2.00
5 DH, Guardians ..... 2.00

## ANNUAL

1 ..... $2.00

## DR. STRANGE 1ST SERIES

169 DA, D– Dr. Strange ..... $5.00
170 DA, Ancient one ..... 2.50
171 DA, Dormammu ..... 2.50
172 173 GC/ DA, Dormammu ..... 2.50
174 GC/ TP, Sapreme Satan ..... 2.50
175 GC/ TP, / Abnodoss ..... 2.50
176 GC/ TP, Clea ..... 2.50
177 GC/ TP, D– Defenders ..... 5.00
178 GC/ TP, Black Knight ..... 2.50
179 RB, Hela ..... 2.50
180 GC/ TP, Clea ..... 2.50
181 GC/ TP/ FR, Demons of Despair ..... 2.50
182 GC/ TP, nightmare ..... 2.50
183 GC/ TP/ BKC ..... 2.50

## DOCTOR STRANGE 2ND SERIES

1 (Dr. Fdl, I– Dr. Strange ..... $7.50
2 DG/ FR, A– Defenders ..... 5.00
3 FB/ DG, A– Dormammu ..... 3.50
4 DG/ FB ..... 2.50
5 DG/ FB, A– Silver Dagger ..... 4.00
6 DG, A– Warp to the Unrelenting ..... 2.00
7 9 GC, A– Dormammu ..... 2.00
10-13 GC, A– Eternity ..... 2.00
14 GC, A– Dracula ..... 1.50
15-16 GC, A– Devil ..... 1.50
17 18 GC, A– Shogo ..... 1.50
19 GC/ AA, I– Xander ..... 2.00
20 I– Xander ..... 1.50
21 DA, D– Dr. Strange ..... 1.50
22 A– Aquila Quest ..... 1.50
23 JSn, A– Wentworld ..... 1.50
24 JSn, A– Aquila & A– The Creetoes ..... 2.00

25 AM, V– Dr. Strange ..... 2.00
26 JSn, A– The Ancient One ..... 2.00
27 TS, A– Stygro ..... 1.00
28 TS ..... 1.00
29 TS, A– Mephisto ..... 1.00
30 I– Deviler ..... 1.00
31 TS, A– Sub-Mariner ..... 1.00
32 A– Sub-Mariner ..... 1.00
33 TS, A– Dreamweaver ..... 1.00
34 TS, A– I– Nightmare ..... 1.00
35 TS, A– I– Deviler ..... 1.00
36 GC/ DG, A– Eternity ..... 1.00
37 GC/ DG, A– Dweller ..... 1.00
38 GC/ DG, A– Baron Mordo ..... 1.00
39 GC/ DG, A– Baron Mordo ..... 1.00
40 GC, A– Dracula ..... 1.00
41 GC, A– Death ..... 1.00
42 GC, A– Baron Mordo ..... 1.00
44 GC, A– Princess Shalimar ..... 1.00
45 GC, A– Demon in the Dark ..... 1.00
46 FM, A– Shiva ..... 1.00
47 TN ..... 1.00
48 FM, A– Brother Voodoo ..... 1.00
49-50 TN, A– Baron Mordo ..... 1.00
51 TN, A– Sgt. Fury — V– Baron Mordo ..... 1.00

## DRAGONSLAYER

1 movie story ..... $ 75
2 movie story ..... 75

## DREADSTAR

1 JSn, Epic Comics, Quest ..... $4.50
2 JSn, Epic Comics, Willow ..... 3.00
3 JSn, Epic Comics, Lord Papal ..... 2.50
4 JSn, Epic Comics, Deth'Shanro ..... 2.50
5 JSn, Metrio ..... 2.00
6-9 ..... 2.00

## DREADSTAR ANNUAL

1 JSn, ..... 3.00

## ELEKTRA SAGA

1-4 FM reg. Daredevil ..... $2.00

## FALCON

1 mini-series ..... 1.25
2-3 ..... 75

## FANTASTIC FOUR

1 JR, I & D– ..... $1100.00
2 JR, I– Skrulls ..... 450.00
3 JR, I– Medusa Man ..... 200.00
4 JR, R– Sub-Mariner ..... 250.00
5 JR, D– Doctor Doom ..... 200.00
6 JR, V– Dr. Doom ..... 100.00
7 JR ..... 90.00
8 JR, I– Alicia Masters ..... 90.00
9 JR, V– Sub-Mariner ..... 90.00
10 JR, V– Dr. Doom ..... 90.00
11 JR, I & D– Impossible Man ..... 80.00
12 JR, V– Hulk ..... 80.00
13 JR/ SD, I & D– Red Ghost ..... 65.00
14 JR, V– Sub-Mariner ..... 65.00
15 JR, V– Mad Thinker ..... 65.00
16 JR, V– Dr. Doom ..... 40.00
17 JR, V– Dr. Doom ..... 40.00
18 JR, I– Super Skrull ..... 40.00
19 JR, V– Dr. Doom ..... 40.00
20 JR, I– Molecule Man ..... 40.00
21 JR, I– Hulk Monger ..... 25.00
22 JR, V– Mole Man ..... 25.00
23 JR, V– Dr. Doom ..... 25.00
24 JR ..... 25.00
25 JR, Thing vs. Hulk ..... 25.50
26 JR, V– Dr. Doom ..... 25.00
27 JR, V– Sub-Mariner, A– D– Strange ..... 25.00
28 JR, A– X-Men ..... 25.00
29 JR, V– Red Ghost ..... 25.00
30 JR, V– Diablo ..... 25.00
31 JR, V– Mole Man ..... 15.00
32 JR, I– Impossible Man ..... 15.00
33 JR, I– Attuma ..... 15.00
34 JR ..... 15.00
35 JR, I– Dragon Man ..... 15.00
36 JR, I– Medusa ..... 15.00
37 JR, I– Dragon Man ..... 15.00
38 JR, V– Frightful Four ..... 12.00
39 JR, V– Frightful Four ..... 12.00
40 JR, A– Daredevil ..... 12.00
41-43 JR, V– Frightful Four ..... 12.00
44 JR, I– Golgan ..... 12.00
45 JR, I– Inhumans ..... 15.00
46 JR, V– Hulk ..... 15.00
47 JR, V– Wazzmus ..... 10.00
48 JR, V– Sub-Mariner ..... 10.00
49-50 JR, V– Galactus, Surfer ..... 15.00
51 JR, I– Negative Zone ..... 8.00
52 JR, I– Black Panther ..... 8.00
53 JR, I– Kree ..... 8.00
54 JR, I– Him ..... 8.00
55 JR, V– Kree ..... 5.00
56 JR, I– Him, A– Crystal ..... 8.00

57 JR, A– Him ..... 7.00
58-71 JR, I– Mad Thinker ..... 5.00
72 JR, A– Watcher ..... 6.00
73 JR, I– Diablo ..... 6.00
74 JR, A– Surfer, Crystal ..... 6.00
75 JR, V– Galactus, A– Surfer, Crystal ..... 6.00
76 JR, V– Psycho Man ..... 6.00
77 JR, V– Galactus ..... 6.00
78 JR, V– Wizard ..... 4.00
79 JR, V– Dr. Doom ..... 4.00
81 JK, I– Crystal ..... 4.00
82 83 JR, V– Maximus ..... 4.00
84-87 JR, I– Dr. Doom ..... 3.00
88-89 JR, V– Mole Man ..... 3.00
90 JK, V– Mole Man ..... 3.00
91 JK, I– Torgo ..... 4.00
92-93 JR, V– Torgo ..... 4.00
94 JK, I– Angela Harkness ..... 4.00
95 JK, I– Moonstone ..... 3.00
96 JK, V– Mad Thinker ..... 3.00
97 JK, V– Monster from Lost Lagoon ..... 3.00
98 JK, V– Anti-Matter ..... 3.00
99 JK, A– Inhumans ..... 4.00
100 JK, anniversary ..... 12.00
101 JK, V– Maggia ..... 4.00
102-104 JK, V– Magneto ..... 4.00
105-106 JK ..... 2.50
107 JK ..... 2.50
108 JK/ JR/ JSt, V– Mega-Man ..... 2.50
109 JR/ JSt, V– Annihilus ..... 2.50
110 JR/ JSt, V– Annihilus ..... 2.50
111 JR/ JSt, A– Hulk ..... 2.50
112 JR/ JSt, Thing vs. Hulk ..... 9.00
113 JR/ JSt, I– Overmind ..... 6.00
114 JR, V– Overmind ..... 2.50
115 JR/ JSt, V– Annihilus ..... 2.50
116 JR/ JSt, D– Stranger ..... 2.50
117 JR/ JSt, V– Doctor Doom ..... 2.50
118 JR, A– Crystal ..... 3.50
119 JR/ JSt, V– Skrulls ..... 2.50
120 JR/ JSt, V– Gabriel ..... 2.50
121 JR/ JSt, V– Silver Surfer ..... 8.00
122 123 JR/ JSt, V– Galactus, A– SS ..... 5.00
124-126 JR/ JSt ..... 2.50
127 128 JR/ JSt, V– Mole Man ..... 2.50
129 JR/ JSt, I– Thundra ..... 3.00
130 JR/ JSt, I– Invisible Girl ..... 2.50
131 JR/ JSt, V– Omega ..... 2.50
132 JR/ JSt, I– Medusa ..... 2.50
133 JR/ JSt, V– Frightful Four ..... 2.50
134 135 JR/ JSt, V– Dragon Man ..... 2.00
136 JR/ JSt, A– Shaper ..... 2.00
137 JR/ JSt, Shaper ..... 2.00
138 JR/ JSt, D– Miracle Man ..... 2.00
139 JR/ JSt, V– Miracle Man ..... 2.00
140 JR/ JSt, D– Annihilus ..... 2.00
141 JR/ JSt, V– Annihilus ..... 2.00
142 199/ JSt, A– Dr. Doom ..... 1.75
143 JR/ JSt, V– Dr. Doom ..... 1.75
144 JR/ JSt, V– Dr. Doom ..... 1.75
145 JR/ JSt ..... 1.75
147 JR/ JSt, V– Sub-Mariner ..... 1.75
148 JR/ JSt, A– Thundra ..... 1.75
149 JR/ JSt, V– Dr. Doom ..... 1.75
150 JR/ JSt, Celestial Quicksilver ..... 4.00
151 JSt, D– Thundra ..... 1.75
152 RB, A– Thundra ..... 1.75
153 JSt, D– Thundra ..... 1.75
154 A– Hack Fury ..... 1.75
155 157 JSt/ JG, A– Surfer ..... 4.00
158-159 RB/ JSt, A– Kree ..... 1.50
160 JB, V– Arkon ..... 1.50
161-162 RB/ JSt, A– Kree ..... 1.50
163 RB/ JSt, V– Arkon, Galad ..... 1.50
164 RB/ JSt, V– Arkon, Galad ..... 1.50
165 GP/ JSt, D– Crusader ..... 1.50
166 167 GP/ JSt, V– Hulk ..... 2.00
168 RB/ JSt, V– Hulk ..... 1.50
169 RB/ JSt, V– Puppet Master ..... 1.50
170 RB/ JSt, V– Luke Cage ..... 1.50
171 189/ GP/ JSt, I– Gor ..... 1.50
172 RB/ JSt, V– Puppet Master ..... 1.50
173 JB/ JSt, V– Galactus ..... 1.50
174 JB, V– Galactus ..... 1.50
175 JB, A– High Evolutionary ..... 1.50
176 GP/ JSt, V– Impossible Man ..... 1.50
177 GP/ JSt, V– Frightful Four ..... 1.25
178 GP, V– Frightful Four ..... 1.25
179 JSt, V– Annihilus ..... 1.25
180 Reprint, FF #101 ..... 1.25
181 JSt, V– Mole Man ..... 1.25
182-183 SB/ JSt, V– Bruta ..... 1.25
184 GP/ JSt, V– Eliminator ..... 1.25
185 GP/ JSt, V– Nicholas Scratch ..... 1.25
186 GP/ JSt, I– Salem's Seven ..... 1.25
187 GP/ JSt, V– Dr. Doom ..... 1.25
188 GP/ JSt, V– Molecule Man ..... 1.25
189 top, FF Annual #4 ..... 1.25
190 SB ..... 1.25
191 GP/ JSt, V– Plunderer ..... 1.00
192 GP/ JSt, V– Texas Twister ..... 1.00
193 KP/ JSt, V– Darkoth ..... 1.00
194 KP, V– Darkoth ..... 1.00
195 KP, A– Sub-Mariner ..... 1.00
196 KP/ JSt, V– Skrulls ..... 1.00
197 KP/ JSt, Red Ghost ..... 1.00
198-199 KP/ JSt, V– Dr. Doom ..... 1.00
200 KP/ JSt, V– Dr. Doom ..... 1.00
201 KP/ JSt ..... 1.00
202 KP/ JSt, V– Quasimodo ..... 1.00
203 KP/ JSt, I– ..... 1.50
204 205 KP/ JSt, V– Skrulls ..... 1.50
206 KP/ JSt, A– Nova ..... 1.00
207 SB/ JSt, V– Monocle ..... 1.00
208 SB, A– Nova ..... 1.00
209 JSt/ JG, I– Herbe ..... 3.50
210 JSt/ JG, A– Galactus ..... 3.50
211 JSt/ JG, I– Terraz ..... 3.00
212-213 JSt/ JG, V– Galactus ..... 3.00

214 JSt/ JG, V– Super Skrull ..... 3.00
215 JSt/ JG, V– Blastaar ..... 3.00
216 JSt/ JG, V– Blastaar ..... 3.00
217 JSt/ JG, A– Sazzler ..... 3.00
218 JSt/ JSt, V– Frightful Four ..... 3.00
219 JSt/ JSt, A– Sub-Mariner ..... 3.00
220 JSt/ JSt, A– Wolverine ..... 3.00
221 JSt/ Ja ..... 3.00
222-223 JSt/ JSt, V– Nicholas Scratch ..... 1.00
224 BS ..... 1.00
225 BS, A– Thor ..... 1.00
226 BS, A– Shogun Warriors ..... 1.00
227 BS ..... 1.00
228 BS/ JSt ..... 1.00
229 BS/ JSt, I– Firefrost ..... 1.00
230 BS/ JSt, I– Firefrost ..... 1.00
231 BS/ JSt ..... 1.00
232 JSt, I– new detective ..... 1.50
233 JSt, V– Hammerhead ..... 2.00
234 235 JSt, V– Ego ..... 2.00
236 JSt, V– Dr. Doom ..... 1.00
237 JSt ..... 1.00
238 JSt, Frankie Raye becomes Torch ..... 1.75
239 JSt, I– Aunt Petunea ..... 1.75
240 JSt, I– Lucifer ..... 2.00
241 JSt, A– Black Panther ..... 1.75
242 JSt, A– Daredevil ..... 2.00
243 JSt, V– Hydra ..... 1.50
244 JSt, V– Galactus ..... 1.50
245 ..... 1.50
246-247 JSt, V– Dr. Doom ..... 1.00
248 JSt, A– Inhumans ..... 1.00
249 JSt, V– Gladiator ..... 1.00
250 JSt, A– Captain America ..... 2.50
251 JSt, Negative Zone ..... 1.00
252 JSt, new format ..... 1.25
253 JSt, Master Pandemic ..... 1.00
254 JSt, Wantracoons ..... 1.00
255 JSt ..... 1.00
256 JSt, Annihilus ..... 1.00
257 JSt, Galactus ..... 1.00
258 JSt, Galactus ..... 1.00
259 JSt, Dr. Doom ..... 1.00
260 JSt, Psycho, Alpha Flight ..... 1.75
261 JSt ..... 1.00
262 JSt, final ..... 1.00
263-266 ..... 75

## GIANT-SIZE

1 RB Thg/ Hulk ..... $3.50
2 Watcher ..... 2.00
3 RB ..... 2.00
4 RB Prof. X ..... 2.00

## ANNUAL/SPECIAL

1 Gi– FF ..... $40.00
2 Di–, Dr. Doom ..... 25.00
3 JW–, Sons/ Steel ..... 12.00
4 Di– Quasanodo ..... 7.50
5 Inhumans ..... 6.00
6 Di– Annihilus ..... 4.00
7 ..... 4.00
8-10 /Hc ..... 3.00
11-12 Invaders ..... 2.00
13 Mole Man ..... 1.50
14 GP, Agatha Harkness ..... 1.50
15 GP, Skrulls ..... 1.50
16 Sby ..... 1.50

## FANTASTIC FOUR ROAST

1 FH/ MG/ FM/ BB/ MA/ TA ..... $2.00

## FANTASY MASTERPIECES

1 JK/ DH/ SD ..... $4.00
2 JK/ DH/ SD, Fin Fang Foom ..... 2.50
3 GC/ DH/ BJ/ SD ..... 2.50
4 FK, Capt. America rep. ..... 1.75
7 SD, Sub-Mariner rep ..... 1.50
8 Torch & Submariner rep ..... 1.50
9 SD/ MF – Human Torch rep. ..... 1.50
10 rep ..... 1.50
11 JK, Ps– Toro ..... 1.50

## FANTASY MASTERPIECES 2

1 Silver Surfer rep. ..... $2.00
2 V4 ..... 1.00

## FOR YOUR EYES ONLY

1 Bond movie ..... $1.00
2 Bond movie ..... 75

## G.I. JOE

1 Baxter paper ..... $3.00
2 ..... 1.75
3-4 ..... 1.50
5 10 ..... 1.25
11 20 ..... 1.00
21 ..... 75

## GHOST RIDER

1 Ghost Rider ..... $8.00
2 GK/ A– Witch-Woman ..... 4.00
3 GK/ A– Dracula Version ..... 4.00
4 GK, A– Dude Jensen ..... 4.00
5 GK/ M– Roulette ..... 3.50
6 GK, A– Ghost Rider ..... 3.50
7 JR, A– Stuntmaster ..... 3.50
8 GK, A– Satan, Inferno ..... 3.50
9 GK/ TP, D– Johnny Blaze ..... 3.50
10 SS, A– Hulk ..... 3.50
11 GK/ AI/ SB, A– Hulk ..... 4.00
12 GK/ AI/ TR, A– Phantom Eagle ..... 2.00
13 GK/ AI/ TR, A– Trapster ..... 2.00
14 GT, A– Orb ..... 2.00
15 GK/ AI ..... 2.00
16 DC/ GT ..... 2.00
17 RB/ FR, I– Challenger ..... 2.00
18 RB/ FR, A– Challenger ..... 2.00
19 GK/ FR, A– Challenger ..... 2.00
20 GK/ AI/ Ry, A– Daredevil ..... 6.00
21 GK/ AI/ MM, A– Gladiator ..... 1.50
22 MM/ DH/ KP/ JR, A– Enforcer ..... 1.50
23 JR/ DH/ JM, I– Water Wizard ..... 1.50
24 GK/ DH/ JM, A– Enforcer ..... 1.50
25 GK/ DH, A– Stuntmaster ..... 1.50
26 GP/ DH, A– Dr. Druid ..... 1.50

27 SB/DP, A-- Hawkeye 1.50
28 DP, A-- Iris 1.50
29 MH/DP, A-- Doctrannm.) 1.50
30 DP, A-- Dr. Strange 1.50
31 FD/DP, A-- Dr. Bounty Hunter 1.50
37 WP/BL/DP, A-- Bounty Hunter 1.50
38 DP, A-- Dark Raiders 1.50
34 DP, C-- Cyclops 1.50
35 DP, A-- Wonder Man 1.50
36 DP 1.75
37 DP, C-- Dick Warden 1.00
38 DP, A-- Death cult 1.00
39 DP, A-- Death cult 1.00
40 DP, A-- Nuclear Man 1.00
41 DP, A-- Jackal Gang 1.00
42 DP, A-- Jackal Gang 1.00
42 Ch, I-- Crimson Mage 1.00
43 (Ab/C), A-- Crimson Mage 1.00
44 DP, A-- Flagg Lago 1.00
45 DP, A-- Flagg Fans 1.00
47 AM/DP 1.00
48 BMc, DP 1.00
49 DP, A-- Marvinu 1.00
50 DP, A-- Night Rider 1.50
51 AM/DP, A-- Crooked Cycle Gang .75
52 AM/DP 1.75
53 DP, I-- Lord Acrodeuss 1.75
54 DP, A-- Orb 1.75
55 DP, A-- Werewolf by Night 1.75
56 DP, A-- Absorbers 1.75
57 AM/DP, I-- Appendam 1.75
58 BS/DP, A-- Interior 1.75
59 DP/FM, A-- Water Wizard 1.75
60 DP/HT, A-- Black Jaga 1.75
61 A-- Blue Knight 1.75
62 KJ, A-- Arabian Knight 1.75
63 BMc, A-- Kraa 1.75
64 BA 1.75
65 A-- Fowler 1.75
66 BL, A-- Delthide 1.75
67 DP, A-- Sally Stanton 1.75
68 DP-- Ghost Rider 1.75
69 1.75
70 -- Jeremy 1.75
71 DP, I-- Adam Henderson 1.75
72 A-- Circus of Crime 1.75
73 A-- Circus of Crime 1.75
74 A-- Centurions 1.75
75 A-- Steel Wind 1.75
76 DP, A-- Hephesto 1.75
77 O-- Ghost Rider 1.75
78 DP, A-- Spidey Stanton 1.75
80 DP-- Ghost Rider 1.75
81 1.75
82 -- Jeremy 1.75
83 DP, I-- Adam Henderson 1.75
84 A-- Circus of Crime 1.75
85 A-- Circus of Crime 1.75
86 A-- Centurions 1.75
87 A-- Steel Wind 1.75
88 DP, A-- Hephesto 1.75
77 O-- Ghost Rider 1.75
78 A-- Nightmare 1.75
79 A-- Spidey Cycle 1.75
80 A-- Centurions 1.75
81 Death of Ghost Rider 1.75

## HUMANOYE

1 mini-series $1.50
2-4 1.00

## HERCULES PRINCE OF POWER

1 BL mini-series $2.00
2-4 BL 1.00

### 2nd series

1 BL mini-series 1.00
2-4 .75

## HERO FOR HIRE

1 GT, IR-- O-Power Man $4.00
2 GT, A-- Doomsdeback 2.50
3 GT, A-- Ape 1.50
4
5 GT, A-- Black Manah 1.50
6 1.50
7 GT 1.50
8 GT, A-- Dr. Doom 1.50
9 GT, A-- Dr. Doom & Fantastic Four 1.50
10 GT, A-- Mr. Death 1.50
11 GT, A-- Mr. Death 1.50
12 GT C-- Spider-Man A-- Chenvestio 1.50
13 A-- Lion-Fang 1.50
14 A-- Big Ben, O-- Power Man 1.50
15
16-- Stiletto, O-- Rackman 1.50

## HOWARD THE DUCK

1 FB A-- Spider-Man $7.50
2 FB 2.00
3 JB 2.00
4 GC 1.50
5 DC 1.50
6 GC 1.50
7 GC A-- Dr. Strange 1.00
8 GC 1.00
9 GC A-- Spider-Man 1.00
11 GC 1.00
12 GC J-- Ross 1.00
13 14 GC 1.00
15 GC, A-- Dr. Strange 1.00
16 GC, FD/JB/DG/TA 1.00
17 20 GC 1.00
21 1.00
22 A-- Man-Thing 1.75
23 1.75
24 28 GC 1.75
29 31 1.75

## HULK

1 JK -- Hulk 550.00
2 JK/SD O-- retold 270.00
3 JK, O-- Hulk retold 130.00
4 JK 90.00
5 JK -- Gen. Fang 60.00
6 SD -- Metal Master 90.00
100 MSc/GT, O-- retold 13.00
101 MSc, I-- Space Parasite 7.50
104 MSc Rorio 6.00
105 MSc/GT, I-- Missing Link 8.00
106 MSc/HT/GT 5.00
107 MSc -- Mundane 5.00
108 MSc/HT, Mek Fury 9.00
109 HT/Mek, Ka-Zar 5.00
110 HT/Mek, Ka-Zar 5.00
111 HT/Mek -- Galaxy Master 3.50
112 HT/DA, O-- Galaxy Master 3.50
113 HT/DA, V-- Sundrom 3.50
114 HT/Mek 3.50
115 HT/DA, A-- Leader 3.00
116 HT/DA, A-- Super Humanoid 3.00
117 HT/DA, A-- Leader 3.00
118 HT, A-- Sub-Mariner 3.00
119 HT, V-- Maximus 3.00
120 HT Max-men 3.00
121 HT, V-- Gods 3.00
122 HT, A-- Thing 6.00
123 HT, A-- Leader 3.00
124 HT/SB, Phono 3.00
125 HT, V-- Wrecking Man 3.00
126 HT, A-- Dr. Strange 4.00
127 HT -- Mongol 3.00
128 HT, A-- Avengers 4.00
129 HT, V-- Sloth 3.00
130 HT 3.00
131 HT, ron Man 4.00
132 HT/SE, V-- Hydra 2.00
133 HT/SE, A-- Doctor 2.00
134 HT/SE, A-- Golem 2.00
135 HT/SB, Kang 2.00
136 HT/SB, I-- Xeron 2.50
137 HT, A-- Abomination 2.00
138 HT, V-- Sandman 2.50
139 HT, V-- Leader 2.50
140 HT/SE, V-- Psykigs 3.50
141 HT/SE, O-- Doc Samson 3.50
142 HT/SE, V-- Yellyfire 2.00
143-144 DA/SE, V-- Dr. Doom 2.00
145 HT/SE, O-- retold 2.00
146 HT/SE, Leader 2.00
147 HT/SE 2.00
148 HT/SE, I-- Hulk 2.00
149 HT/SE, I-- Hulk 2.00
150 HT/SE, I-- Viking 4.00
151 HT/SE, C-- Ant Man 2.00
152 HT/DA, many cameos 2.00
153 HT/SE, C-- Capt. America 2.00
154 HT/SE, Ant Man 2.00
155 HT/SE, Capt. Asso. 2.00
156 HT, V-- Hulk 2.00
157 HT, I-- Omnivac 2.00
158 HT, C-- Warlock 2.00
159 HT, V-- Abomination 2.00
160 HT, V-- Tiger Shark 2.00
161 HT, V-- Beast 4.00
162 HT, I-- Wendigo 4.50
163 HT, I-- Cosmic 2.00
164 HT, I-- Capt. Omer 2.00
165 HT, I-- Kayon 2.00
166 HT, I-- Kayon 2.00
167 HT/JK, V-- Modok 2.00
168 HT/JK, I-- Harpy 2.00
169 HT/JK, I-- Si-Beast 2.00
170 HT/JK, I-- Volcana 2.00
171 HT/JK, A-- Abomination 2.00
172 HT/JK, A-- X-Men 4.00
173 HT, V-- Comet Man 1.50
174 HT/JK, D-- Cobalt Man 2.50
175 JK/HT 2.00
176 HT/JK, Man-Beast 4.00
177 HT/JK, O-- Warlock 4.00
178 HT/JK, Warlock 4.00
179 HT/JK, Missing Lisa 4.00
180 HT/JK, V-- Abomination 10.00
181 HT/JK, A-- Wolverine 20.00
182 HT/JK, I-- Crackjack 6.00
183 HT/JK, I-- Zzzax 1.50
184 HT 1.50
185 HT 1.50
186 HT, I-- Devastator 1.50
187 HT/SI, V-- Gremlin 1.50
188 HT/SI, I-- Droog 1.50
189 HT/SI, I-- Astro-na 1.50
190 HT/SE-- Toad-man 1.50
191 HT/SE-- Toad-men 1.50
197 HT/SI 1.50
193 HT/SI/ Doc Samson 1.50
194 SB/DP, I-- Locust 2.50
195 SB/SI/ V-- Abomination 1.50
196 SB/SI, V-- Army 1.50
197 198 SB/SI/ Man-Thing 1.50
198 SB/SI, Shield 6.00
200 SB/SI/ Hulk 4.00
201 SB/SI/ Hulk 1.50
202 203 SB/SI/ Jare-a 1.50
204 HT/SI, I-- Kronus 2.00
205 SB/SI/ I-- Crackjack 6.00
206 SB/SI/ C-- Dr. Strange 1.50
207 SB/SI/ Dr. Strange 1.50
208 ST/SI, V-- Absorbing Man 1.50
209 SB/SI/ V-- Absorbing Man 1.50
210 211 SB, Dr. Druid 1.50
212 SB, I-- Constructor 1.75
213 SB/TP, I-- Quntronac Man 1.75
214 SB, Jack of Hearts 2.50
215 SB 1.75
216 SB, Gen. Ross 1.75
217 SB, I-- Sun-Man 1.25
218 GT/NP 1.25
219 SB, V-- Capt. Barracuda 1.25
220 SB/SI/ V-- Absorbing Man 1.50
221 SB/AA, Sting Ray 1.25
222 SB/AA 2.00
223 SB, V-- Leader 1.25
224 SB 1.25
225 SB, V-- Leader 1.25
226 SB/SI 1.25
227 SB/KJ, Doc Samson 1.50
228 SB/BMc, Mooestone 1.25
229 SB 1.25
230 AM/BL, Thug Thing 1.25
231 SB 1.25
232 SB, Capt. America 1.00
233-234 SB, Marvel Man 1.00
235 237 SB, Machine Man 1.00
238 SB/JB, Jimmy Carter 1.00
239 SB, I-- Gold Bug 1.00
240 SB, Eldorado 1.00
241 SB, C-- Tyrannus 1.00
242 SB, Eldorado 1.00
243 SB, A-- Abomination 1.00
244 SB A-- H 1.00
245 SB, Super Mondroid 1.00
246 SB, V-- Capt. Marvel 1.00
247 SB, Bat-Dragon 1.00
248 SB, Capt. Marvel 1.00
249 SB 1.00
250 SB, Silver Surfer 1.00
251 MG, 3-D Man 1.00
252 253 SB, Woodgod 1.00
254 SB, I-- Sabra 1.00
255 SB, V-- Thor 1.00
256 SB 1.00
257 SB/JD, I-- Arabian Knight 1.00
258 PM Killer comet 1.00
259 SB, Soviet Super Soldiers .75
260 SB, Sagatia .75
261 SB, Absorbing Man .75
262 SB, I-- Gaeser .75
263 SB, Avalanche .75
264 265 SB, Corruptor .75
266 SB, Iron Cavalryman .75
267 SB .75
268 SB, I-- Parvah .75
269 SB, I-- Beest .75
270 SB, I-- Abomination .75
271 SB, Second Raccoon .75
272 SB, C-- X-Men 1.50
273 SB, Mole Fright 2.00
274 SB, Beest .75
275 SB/SI, I-- Megaith .75
276 SB/SI, V-- U-Foes .75
277 SB/SI, U-Foes .75
278 SB .75
279 SB, SI 60
280 SB, Jackdaw 60
281 SB, SI 60
282 SB/SI, She-Hulk 60
283 ST/SI, Avengers 60
284 291 SB/SI 60
292 SB/SI 60

## ANNUAL/DITTOTAIL

1 MSc/Sb, I-- Rorion ..... $7.50
2 D-- rep. ..... 4.00
3 Reg ..... 3.00
4 Reg ..... 2.00
5 SB/Ab, Diablo ..... 2.00
6 SB/SI, Avengers ..... 2.00
7 Jby/BL Spider-Man 3.00
8 Alpha Flight 3.00
9 Sab 1.50
10 Cap Ur-verse 1.50
11 HB/SI, Leader, Avengers 1.50

## GIANT-SIZE

1 rep. $2.50

### INDIANA JONES

1 Jby/TA $2.50
2 Jby/TA 1.00
3 5 .75
6-7 .60
8 Kita .60
9 .75
10 HC, Busby .60
11 12 .60

## INHUMANS

1 GP, V-- Blastaar $3.00
2 GP, V-- Blastaar 1.50
3 GP, I-- Kree 1.50
4 GP, Shatterstar 1.50
5-6 GK, Maximus 1.50
7 GK/GP, I-- Storm 1.50
8 GP/GP, Storm 1.00
9 Reg 1.00
10 MF, D-- Warlon 1.00
11 KP/JM, I-- Parsaer 1.00
12 KP, Hulk 1.00

## ITTY BITTY

1 Jby, battle ..... $10.00
2 Jby 6.00
3 Jby/KP/KJ, A-- Ragar 6.00
4-5 Jby 6.00
6 Jby 6.00
10 Jby/DC, A-- Chaka 5.00
11 Jby 5.00
12 Jby, Capt. Am battle 5.00
13 Jby 5.00
14 Jby, I-- Sabretooth 5.00
15 Jby, A-- Wolverine 20.00

## IRON MAN

1 JC/GC, I-- Morbius $42.00
2 JC, I-- Demolisher 15.00
3 JC 10.00
4 JC Unicorn 8.00
5 JC/GT, I-- Gerebos 8.00
6 JC/GT I-- Crusher 5.00
7 JC/GT Gladiator 5.00
8 JC/GT, D-- Whitney Frost 5.00
9 JC/GT, I-- Mandarin 5.00
10 JC/GT, Mandarin 5.00
11 JC/GT, Mandarin 4.00
12 JC/GT, Controller 4.00
13 JC/GT, Beta Ray 4.00
14 JC, Night Phantom 4.00
15 JC/GT, Red Ghost 4.00
16 JC/GT, Unicorn 4.00
17 JC/GT, I-- Madame Masque 4.00
18 JC/GT, Madame Masque 4.00
19 JC/GT, Madame Masque 4.00
20 JC/GT, Charlie Gray 4.00
21 GT, I-- Eddie 4.00
22 GT, D-- Janice Cord 3.00
23 GT, I-- Mercenary 3.00
24 JC/GT, Madame Masque 3.00
25 JC/GT, A-- Sub-Mariner 3.00
26 JC/GT, I-- Volcanic 1.00
27 JC/GT, I-- Firebrand 3.00
28 JC/GT, D-- Tony Stark 3.00
29 3.00
30 DH I-- Monster Master 3.00
31 DH, I-- Mechanoid 3.00
32 GT, I-- Mechanoid 2.50
33 DH, C-- Nick Fury 2.50
34 DH, A-- Spy Master 2.50
35 DH, A-- Daredevil 2.50
36 DH, I-- Ramrod 2.50
37 DH, Ramrod 2.50
38 GT, Sandman 2.50
39 HT I-- White Dragon 2.50
40 GT, White Dragon 2.50
41 GT, JM, I-- Slasher 2.50
42 GT, I-- Midas 2.50
43 GT, JM, A-- Midas 4.00
44 GT, A-- Capt. America 2.50
45 GT, Capt. America 2.50
46 GT D-- Deandorsan 2.50
47 BS, D-- retold 8.00
48 GT, Firebrand 2.50
49 GT Adapted 2.50
50 GT, Primitive Python 2.50
51 GT, C-- Capt. America 2.50
52 GT, I-- Rep 2.50
53 GT/SS, I-- Black Lama 6.00
54 GT/BK/SB, Subdrawer 6.00
55 SK, I-- Betterbeest 5.00
56 SK, I-- Fangor 6.00
57 SK, I-- Fangor 5.00
58 GT, Mandarin 2.50
59 GT, Firebrand 2.50
60 GT, C-- Daredevil 2.50
61 GT, Marauder 2.50
62 CR/JR, Wrghdash 2.50
63 GT, Dr. Spectrum 2.50
64 GT, I-- Hulk 2.50
65 GT D-- Dr. Spectrum 2.50
66 GT, Thor 2.50
67 GT V-- Freak 2.50
68 GT D-- retold 2.50
69 GT, Mandarin 2.00
70 GT, Surfline 2.00
71 GT, Yellow Claw 2.00
72 GT/MA, comic con 2.00
73 GT/JR/MP, Crimson Dynamo 2.00
74 KP, V-- Modok 2.00
75 Modok 2.00
76 rep 2.00
77 Th-mer 2.00
78 GT, Vet Corp 2.00
79 GT, C-- Ouasar 2.00
80 GT, I-- Quasar 2.00
81 Black Lama 2.00
82 MSc, Red Ghost 2.00
83 HT/MSc Red Ghost 2.00
84 HT, Dr. Ritter 2.00
85 HT/MSc, Freak 2.00
86-87 GT, Blizzard 2.00
88 GT, Blood Brothers 2.00
89 GT, Daredevil 2.00
90 GT, I-- Hulk (GC) Controller 1.50
91 GT/BL, Controller 1.50
92 JK (C)/GT, Mother 1.50
93 JK (C)/GT/MP, Kraker 1.50
95 JK (C)/GT/PP, V-- Ultima 1.50
96 GT/MP, Ultima 1.50
97 GT/GP, Guardsman 1.50
98 GT/GP Sunfire 1.50
99 GT, Mandarin 1.50
100 GT/SK (C) Mandarin 1.50
101 GT, I-- Brendenberg 6.00
102 GT, Dreadknight 2.50
103 GT, Jack of Hearts 2.50
104 LOG GT, Midas 2.50
107 KP Modok 2.50
108 CI, Crowing Man 2.50
109 CI/JBy (C) 2.50
110 KP, I-- C Arcturus 2.50
111 KP, D-- Rigellians 2.50

## IRON FIST

1 JBy, battle ..... $10.00
2 JBy 6.00
3 JBy/KP/KJ, A-- Ragar 6.00
4-5 JBy 6.00
6 JBy 6.00
10 JBy/DC, A-- Chaka 5.00
11 JBy 5.00
12 JBy, Capt. Am battle 5.00
13 JBy 5.00
14 JBy, I-- Sabretooth 5.00
15 JBy, A-- Wolverine 20.00

## IRON MAN

1 JC/GC, I-- Morbius $42.00
2 JC, I-- Demolisher 15.00
3 JC 10.00
4 JC Unicorn 8.00
5 JC/GT, I-- Gerebos 8.00
6 JC/GT I-- Crusher 5.00
7 JC/GT Gladiator 5.00
8 JC/GT, D-- Whitney Frost 5.00
9 JC/GT, I-- Mandarin 5.00
10 JC/GT, Mandarin 5.00
11 JC/GT, Mandarin 5.00
12 JC/GT, Controller 4.00
13 JC/GT, Beta Ray 4.00
14 JC, Night Phantom 4.00
15 JC/GT, Red Ghost 4.00
16 JC/GT, Unicorn 4.00
17 JC/GT, I-- Madame Masque 4.00
18 JC/GT, Madame Masque 4.00
19 JC/GT, Madame Masque 4.00
20 JC/GT, Charlie Gray 4.00
21 GT, I-- Eddie 4.00
22 GT, D-- Janice Cord 3.00
23 GT, I-- Mercenary 3.00
24 JC/GT, Madame Masque 3.00
25 JC

## KING CONAN

1 Rl, rwfe & son ..... $2.50
2-3 Jll ..... 1.50
4 Jll, D— Thetis Arrow ..... 1.00
5 Jll ..... 1.00
6 WS ..... 1.00
7-9 Jll ..... 1.00
10-18 ..... 1.00
19-17 ..... 1.00
18-19 ..... 1.00
20 D: Kang ..... 1.00
21-22 ..... 1.00

## KULL

### KULL VOL. 1

1 WW/NA, O — Kull ..... $7.00
2-3 J/McA ..... 6.00
4-5 J/McA ..... 3.00
6-8 J/McA ..... 3.00
10 McA ..... 2.00
11 MP, O— rebold ..... 1.50
12 SD/MP, rep — Kargan ..... 1.50
13 MP ..... 1.50
14 JSn/MP ..... 1.75
15 SD/MP, rep ..... 1.50
16 ..... 1.50
17 1.8 AA ..... 1.75
19 AA, Shenneroc ..... 1.75
20 AA ..... 1.75
21 GC ..... 1.50
22/23 ..... 1.50
24 AA ..... 1.50
25-26 Nebres ..... 1.50
27 29 ..... 1.50

### 2nd SERIES, BAXTER PAPER

1 Jll, Brisbe ..... $2.00
2 Nibaraonna ..... 1.50

### 3rd SERIES

1 JR, Frana ..... $1.50

### THE LIFE OF POPE JOHN-PAUL II

1 JSt ..... $1.50

## MACHINE MAN

1 ..... $1.50
2 ..... $1.00
3-5 ..... .75
6-17 ..... .60
18 A— Alpha Flight ..... 3.50

## MAGIK

1 2 ..... $2.50
3-4 ..... 1.50

## MAN-THING

1 FS/JM, A— Howard the Duck ..... $7.00
2 JM ..... 3.00
3 VM/JM ..... 3.00
4 ..... 1.50
5 MP ..... 3.00
6 MP ..... 1.50
7 11 MP ..... 2.50
12 ..... 1.00
13 JM/TS, Capt. Fate ..... 1.00
14 AA ..... 1.00
15 FB ..... 1.00
16 ..... 1.00
17 18 JM ..... 1.00
19 ..... 1.00
20 JM, A— Daredevil ..... 1.50
21 JM, O— ..... 1.50
22 JM, C— Howard the Duck ..... 1.50

## MANT

1 rep — SD/JM ..... 6.00
2 ..... 2.00
3 AA ..... 2.00
4 FB, L— H. Duck solo ..... 10.00
5 FB, H. Duck ..... 8.00

### MARVEL & DC PRESENT

1 MM/TA, X Men/Titans ..... $3.00

### MARVEL FANFARE

1 MG/JM, Spider-Man/Daredevil ..... $15.00
2 MG, S.M./Nz Cit/FF ..... 14.00
3 DC, X-Men ..... 7.00
4 PS/TA/MG, X-Men ..... 7.00
5 MM/GR, Dr. Strange/C.A ..... 4.00
6 GR, Spider-Man/Dr. Strange ..... 3.00
7 Hulk/DD ..... 2.50
8 CV/TA/GK/CR, Dr. Strange ..... 2.50
9 Man-Thing ..... 2.00
10 GP Black Widow ..... 2.00
11 ..... 2.00
12 GP, Black Widow ..... 2.00
13 14 ..... 1.50

### MARVEL FEATURE

#### 1st SERIES

1 NA (c), O— Defenders ..... $12.50
2 Blk, Sub-Mariner rep — ..... 8.00
3 Blk, Defenders ..... 6.00
4 Ant-Man ..... 3.00
5-6 Ant-Man ..... 2.00
7 DR, Ant-Man ..... 2.00
8 JSt/CR, O— Wasp ..... 3.00
9 DR, Ant-Man ..... 1.50
10 DR, Ant-Man ..... 2.00
11 Thing/Hulk ..... 1.50
12 JSt, Thing/Iron Man ..... 2.50

#### 2nd SERIES

1 NA, Red Sonja ..... 2.00
2-5 Red Sonja ..... 1.00
7 A. Conan ..... 1.00

### MARVEL GRAPHIC NOVEL

1 JSn Death of Captain Marvel, A— every Marvel character ..... $70.00
1a 2nd Printing ..... 10.00
1b 3rd Printing ..... 7.00
2 Elric— The Dreaming City ..... 7.00
3 JSn, Dreadstar, 1— Sayyay Darkside 1st printing ..... 8.50
4 BWe, New Mutants, 1— Cannonball, Sunspot, Psycho, Wolfsbane ..... 7.00
5 BA, X-Men God Loves, Man Kills ..... 9.00
6 WS, The Star Slammers ..... 7.00
7 GP, Killraven ..... 7.00
8 Bay/Ad, Super Boxers ..... 7.00
9 DC, Fallout ..... 7.00

### MARVEL PREMIERE

1 CK, O— Warlock ..... $8.00
2 JR, Yellow Claw ..... 4.00
3 BS, Dr. Strange ..... 3.50
4 FB/BS, Dr. Strange ..... 4.00
5 MP/CR, Dr. Strange ..... 3.00
6 MP/EB, Dr. Strange ..... 4.00
7 MP/EB, Dr. Strange ..... 3.00
8 JSn Dr. Strange ..... 4.00
9 FB, Dr. Strange ..... 3.50
10 NA/FB, Dr. — Ancient One ..... 3.50
11 NA/FB/SD, O— ..... 3.50
12 13 NA, FB ..... 3.50
14 NA/FB, Iliad Dr. Strange ..... 3.50
15 NA/FB, Front Fast ..... 4.00
16 22 Iron Fist ..... 2.00
23 24 PB, Iron Fist ..... 2.75
25 JBy, Iron Fist ends ..... 6.00
26 JK, Hercules ..... 1.50
27 Satana ..... 1.00
28 Legion of Monsters ..... 1.00
29 JK, O— Red Raven ..... 1.75
30 JK, Liberty Legion ..... 1.75
31 JK, 1— Wood God ..... 1.00
32 MC, 1— Monark ..... 1.00
33 HC ..... 1.00
34 MC, Solomon Kane ..... 1.00
35 JK, O— , 1— 3-D Man ..... 1.00
36 ..... 1.00
37 3-D Man ..... 1.00
38 AM/MP, Werewolf ..... 1.00
39 Torpedo ..... .75
40 Torpedo ..... .75
41 Seekir 3000 ..... 1.00
42 Tigra ..... 1.00
43 1— Paladin ..... 1.00
44 KG, Jack of Hearts ..... 2.00
45 Man Wolf ..... 1.00
46 GP, War God ..... 1.00
47 JBy O— new Art Man ..... 2.50
48 Dr. Strange ..... 2.00
49 Falcon ..... .75
50 Arce Cooper ..... .75
51 53 Black Panther ..... .75
54 GD, Caleb Hammer ..... .75
55 Wonder Man ..... .75
56 TA/HC, Demi-ice Future ..... .75
57 WS, 1— Doctor Who ..... 2.00
58 TA, FM, Doctor Who ..... 1.50
59 Doctor Who ..... 1.50
60 WS Doctor Who ..... 1.50
61 TS, Star Lord ..... 1.50

### MARVEL PRESENTS

1 WW/NA, O— Red Wolf ..... $4.00
2 MP/EB, O— Werewolf ..... 3.00
3 MP, Werewolf ..... 3.00
4 SD/MP, Werewolf ..... 3.00
5 SD, MP, O— Ghost Rider ..... 7.00
6 MP/TS, Ghost Rider ..... 3.50
7 MP/TS, Ghost Rider ..... 3.50
8 JM/MB, Ghost Rider ..... 3.50
9 TA, Ghost Rider ..... 2.00
10 SD/JM, Ghost Rider ..... 2.00
11 SD, Ghost Rider ..... 1.50
12 SD, O— Son of Satan ..... 1.50
13 Son of Satan ..... 1.00
14 17 JM, Son of Satan ..... 1.00
18 20 Son of Satan ..... 1.00
21 23 Son of Satan ..... .75
24 JM Son of Satan ..... .75
25 Satana ..... .75
26 Scarecrow ..... .75
27 Sub-Mariner ..... .75
28 1— 5 Moon Knight ..... 1.50
29 JK, A— Moon Knight ..... 6.00
30 JB, Hercules 3 ..... .75
31 HC/JSn, A— Nick Fury ..... .75
32 1— Spider-Woman ..... 1.50
33 Deathlok ..... .75

### SERIES 2

1 FB, Capt. Marvel ..... $1.00
2 TA, FM, O— Capt. Marvel ..... 1.50
3 PB, Capt. Marvel ..... .75
4 PB, Capt. Marvel ..... .75
5 FM (C), JSD, Dragon Lord ..... .75
6 Star Lord ..... .75
7 FM (C) Star Lord ..... .75
8 TA, FM Capt. Marvel ..... 3.00
9 SD/FM (C) Capt. Universe ..... .50
10 SD, Capt. Universe ..... .75
11 SD ..... .75

### MARVEL TALES

1 rep — O— Spider-Man ..... $30.00
2 rep — O— X-Men ..... 15.00
3 rep — O— Torch ..... 6.00
4-6 rep — ..... 4.00
7 12 rep — ..... 3.00
13 rep — Marvel Boy ..... 3.50
14 rep — Green Goblin ..... 2.50
15 rep — Marvel Boy ..... 2.50
16 rep — ..... 1.00
17 20 rep — Thor/Torch ..... 1.00
21-24 rep — ..... .50
25 rep — Thor ..... 1.00
26 rep — ..... 1.00
27 rep — Torch ..... 1.00
28 rep — Dr. Strange ..... 1.00
29 rep — Spider-Man ..... 1.00
30-35 rep — ..... .50
36 rep — 2nd Kingpin ..... 1.00
37-62 rep — ..... 1.00
63 JM ..... 1.00
64-70 rep — ..... 1.00
71 GK, D— Capt. Stacy ..... 1.00
72 74 rep — ..... 1.00
75 rep — O— Spider-Man ..... 1.00
76 rep — ..... 1.00
77-79 rep — ..... 1.00
80 rep — ..... 1.00
81 GK, rep — ..... 1.00
82 rep — ..... 1.00
83 SD, rep — ..... 1.00
84 87 rep — ..... 1.00
88 D— Gwen Stacy ..... 2.00
89 rep — O— Green Goblin ..... 2.00
90 TA/SD/GK/JM ..... 1.00
91 GK, rep — Spider-Man ..... .75
102 rep — Spider-Man ..... .75
103 JM ..... .75
104 124 rep — ..... .75
125 127 GK, rep — ..... .75
128 129 rep — ..... .75
130 GK, rep — ..... .75
131 rep — ..... 1.00
137 138 rep — ..... 1.00
139 159 rep — ..... .60

### MARVEL TEAM-UP

1 2 RA, Sub & Torch ..... $20.00
4 GK Sub & X-Men ..... 8.00
5 GK Sub & Vision ..... 6.00
6 GK Sub & Thing ..... 4.00
7 RA, Sub & Thor ..... 4.00
8 Sub & Cat ..... 4.00
9 RA, Sub & Man ..... 4.00
10 Sub & Torch ..... 4.00
11 Sub & Inhumans ..... 4.00
12 RA/DP, Sub & Werewolf ..... 3.00
13 GK, Sub & Captain America ..... 3.00
14 GK Sub & Sub-Mariner ..... 3.00
15 RA/DP, Sub & Ghost Rider ..... 3.00
16 GK, Sub & Captain Mar ..... 3.00
17 GK Sub & Mr. Fantastic ..... 3.00
18 GK, Torch & Hulk ..... 3.00
19 GK, Sub & Ka Zar ..... 3.00
20 SB, Sub & Black Panther ..... 2.00
21 SB, Sub & Dr. Strange ..... 2.00
22 SB, Sub & Hawkeye ..... 2.00
23 Torch & Luke Cage, A— Hero ..... 2.00
24 Sub & Brother Voodoo ..... 2.00
25 Sub & Daredevil ..... 2.00
26 Human Torch & Thor ..... 2.00
27 Sub & Thing ..... 2.00
28 Sub & Hercules ..... 2.00
29 Human Torch & Iron Man ..... 2.00
30 Sub & Falcon ..... 2.00
31 Sub & Iron Fist ..... 2.00
32 Torch & Son of Satan, A— Thing ..... 1.50
33 Sub, Hawkeye ..... 1.50
34 Sub & Nighthawk ..... 1.50
35 Sub, Human Torch & Dr. Strange ..... 1.50
36 Sub, Captain Britain & Daredevil ..... 1.50
37 Sub, Capt & Man-Wolf ..... 1.50
38 Sub, Capt & Beast ..... 1.50
39 Sub & Sons of the Tiger ..... 1.50
40 Sub & Iron Man ..... 1.50
41 Sub, Capt & Scarlet Witch & Vision ..... 1.75
42 Sub, Capt & Scarlet Witch ..... 1.75
43 Sub, Capt & Dr. Doom ..... 1.75
44 Sub, Capt & Mister Dragon ..... 1.75
45 Sub, Capt & Hitraven ..... 1.75
46 Sub, Capt & Deathlok ..... 1.75
47 Sub & Thing ..... 1.75
48 Sub, Capt & Iron Man ..... 1.75
49 Sub, Capt & Iron Man ..... 1.75
50 Sub, Capt/Dr. Strange, A— Iron Man ..... 1.50
51 Sub, Capt/Iron Man A— Dr. Strange ..... 1.25
52 Sub, Capt & Captain America ..... 1.25
53 JBy, Sub & Hulk A— X-Men ..... 1.50
54 Sub & Hulk A— Woodgod ..... 4.00
55 JBy, Sub & Wolverine ..... 1.50
56 SB, Sub & Daredevil ..... 1.25
57 SB, Sub & Black Widow ..... 1.25
58 SB, Sub & Black Panther ..... 1.25
59 JBy, Sub & Yellowjacket & Wasp ..... 3.50
60 JBy, Sub/Mary A— Yellowjacket ..... 3.50
61 JBy, Sub & Torch, A— Mrs. Marvel ..... 3.50
62 JBy, Sub & Mrs. Marvel ..... 3.50
63 JBy, Sub & Iron Fist ..... 3.50
64 JBy, Sub/Daughters of Dragon ..... 3.50
65 JBy, Sub/Capt. Brita & 1st Archaic ..... 3.50
66 JBy, Sub & Capt. Britain ..... 3.50
67 JBy, Sub & Tigra ..... 3.50
68 JBy, Sub & Man Thing ..... 3.50
69 JBy, Sub & Hawk A— Polaris ..... 3.50
70 JBy, Sub/Thor, A— Havok, Polaris ..... 3.50
71 Sub & Falcons ..... 1.25
72 Sub & Black Panther ..... 1.25
73 Sub & Daredevil ..... 1.25
74 BH, Sub/Med. Ready for Prime Time Players ..... 1.75
75 JBy, Sub & Power Man ..... 3.00
76 Sub & Dr. Strange ..... 1.75
77 HC, Sub & Mr. Marvel ..... 1.75
78 Sub & Wonder Man ..... 1.25
79 JBy/TA, Sub & Red Sonja ..... 3.00
80 Sub, Dr. Strange & Clea ..... 1.25
81 Sub & Satana ..... 1.50
82 SB, Sub & Black Panther ..... 1.25
83 SB, Sub & Nick Fury ..... 1.25
84 SB, Sub & Master of Kung Fu ..... 1.25
85 SB, Sub & Iron Fist ..... 1.25
86 BMc, Sub/Guardians of Galaxy ..... 1.25
87 GC, Sub & Black Panther ..... 1.25
88 SB, Sub & Invisible Gr ..... 1.25
89 RB, Sub & Nighthawker ..... 1.50
90 BMc, Sub & Beast ..... 1.75
91 Sub & Ghost Rider ..... 1.00
92 CI, Sub & Hawkeye ..... 1.25
93 CI, Sub & Wolverine ..... 1.00
94 MZ, Sub & Shroud ..... 1.00
95 Sub & Moonknight ..... 1.00
96 Sub & Howard the Duck ..... 1.00
97 Hulk & Spider Woman ..... 1.00
98 Sub & Daredevil ..... 1.00
99 Sub & Machine Man ..... 1.00
100 Sub & Wolverine ..... 1.00
101 Sub & Nighthawk ..... 1.00
102 Sub & Doc Samson ..... 1.25
103 Sub & Ant-Man ..... .75
104 Hulk & Ka-Zar ..... .75
105 Power Man & Iron Fist & Hulk ..... .75
106 HT, Sub & Capt. America ..... .75
107 HT, Sub & Deathlok ..... .75
108 HT, Sub & Paladin ..... .75
109 HT, Sub & Dazzler ..... .75
110 HT, Sub & Iron Man ..... .75
111 HT, Sub & Devil-Slayer ..... .75
112 HT Sub & King Kaz ..... .75
113 HT, Sub & Quasar ..... .75
114 HT, Sub & Falcon ..... 1.00
115 HT, Sub & Thor ..... 1.00
116 HT, Sub & Vahayre ..... .75
117 HT, Sub & Wolverine ..... .75
118 HT, Sub & Professor X ..... .75
119 HT, Sub & Spider-Woman ..... .75
120 KGa, Sub & Dominic Fortune ..... .75
121 KGa, Sub/Human Torch, 1st Leading ..... .75
122 123 ..... .60
124 KGa, Sub & Beast ..... .60
125 KGa, Sub & Tigra ..... .60
126 BH, Sub & Hulk ..... .60
127 KGa, Sub & Watcher ..... .60
128-133 ..... .60
134 Jack Of Hearts ..... .75
135 Kitty Pryde ..... .75
136 ..... .60
137 Aunt May & Franklin Richards ..... .60
138-140 ..... .60
141 new costume ..... 1.00

### MINIMALS

1 A— New X-Men ..... $10.00
2 A— Spm/Hulk ..... 7.00
3 A— Hulk/Power Man ..... 5.00
4 A— Daredevil/Moon Knight ..... 2.50
5 A— Sub-Mariner/Scarlet Witch ..... 2.50
6 A— New Mutants/Cloak & Dagger ..... 2.50

### MARVEL TREASURY EDITION

1 SD, Spdr ..... $25.00
2 JK/FF, Silver Surfer ..... 3.00
3 Thor ..... 3.00
4 BS, Conan ..... 4.00
5 D— Hulk ..... 3.00
6 SD, Dr. Strange ..... 3.00
7 JK, Avengers ..... 4.00
8 Super Hero Team-up ..... 4.00
10 Thor ..... 3.00
11 FF ..... 3.00
12 Howard the Duck ..... 3.00
13 Xmas ..... 3.00
14 X-Men ..... 3.00
15 BS, Conan/Red Sonja ..... 4.00
16 Defenders ..... 2.00
17 Hulk ..... 2.50
18 Spdr, X-Men ..... 3.00
19 Conan ..... 4.00
20 Hulk ..... 2.00
21 FF ..... 2.00
22 Spdr ..... 2.00
23 Conan ..... 2.50
24 Hulk ..... 2.00
25 Spdr/Hulk ..... 2.00
26 Hulk, Wolverine & Hercules ..... 2.50
27 Hulk/Spdr ..... 2.50
28 Spdr/Superman ..... 8.00

### MARVEL 2-IN-1

1 Dg & Man Thing ..... $ 3.00
2 Thg & Sub-Mariner ..... 5.00
3 Thg & Daredevil, A— Black Widow ..... 5.00
4 Thg & Capt. America ..... 3.00
5 Thg & Guardians of Galaxy ..... 5.00
6 Thg & Dr. Strange ..... 3.00
7 Thg & Valkyrie, A— Dr. Strange ..... 3.00
8 Thg & Ghost Rider ..... 3.00
9 Thing & Thor ..... 3.00
10 Kit, Thg & Black Widow ..... 3.00
11 Thg & Grimm ..... 2.50
12 Thg & Iron Man ..... 2.50
13 Thg & Power Man ..... 2.50
14 Thg & Son of Satan ..... 2.50
15 Thg & Marbvos ..... 2.50
16 Thg & Ka-Zar ..... 2.50
17 Thg & Valkyrie ..... 2.50
18 Thg & Vision ..... 2.50
19 Thg & Tigra ..... 2.50
20 Thg & Liberty Legion ..... 2.50
21 Thg & Doc Savage, A— Torch ..... 1.50
22 Thg & Thor & Torch ..... 1.50
23 Thg & Thor & Torch ..... 1.50
24 SB, Thg & Black Goliath ..... 1.50
25 Thg & Iron Fist ..... 1.50
26 Thg & Nick Fury ..... 1.50
27 Thg & Deathlok ..... 1.50
28 Thg & Sub-Mariner ..... 1.50
29 Thg & Shang-Chi ..... 1.50
30 JB, Thg & Spider Woman ..... 1.50
31 Thg & Spider-Woman ..... 1.50
32 Thg & Invisible Girl ..... 1.50
33 Thg & Mordred ..... 1.50
34 Thg & Nighthawk ..... 1.25
35 Thg & Skull the Slayer ..... 1.25
36 Thg & Mr. Fantastic ..... 1.25
37 Thg & Matt Murdock ..... 1.25
38 Thg & Daredevil ..... 1.25
39 Thg & Vision & Daredevil ..... 1.25
40 Thg & Black Panther ..... 1.25
41 Thg & Howard Voodoo ..... 1.25
42 Thg & Capt. America ..... 1.25
43 JBy, Thg & Man Thing ..... 3.50
44 GD, Thg & Hercules ..... 1.00
45 GD, Thg & Capt Marvel ..... 1.00
46 Thg & Hulk ..... 1.00
47 DM, Thg & Yancy Street Gang ..... 1.25
48 Thg & Jack of Hearts ..... 1.25
49 GD, Thg & Dr. Strange ..... 1.00
50 JBy/TS, Thg & The ..... 4.00
51 FM/BMc, Thg/Beast ..... 5.00
52 Thg & Black Knight ..... 2.50
53 JBy/TS, Thg & Quasar ..... 3.00
54 JBy/TS, Thg & Deathlok ..... 3.00
55 JBy/TS, Thg & Guard Mae ..... 3.00
56 GP/GD, Thg & Thundar ..... 1.00
57 GP/GD, Thg & Mandarin ..... 1.00
58 GP/GD, Thg & Aquarian ..... 1.00
59 Thg & Storm ..... 1.00
60 GP/GD, Thg & Impossible Man ..... 1.00
61 GD/ Thg & Starhawk ..... 1.25
62 GD, Thg & Moondragon ..... 1.25
63 GD, Thg & Warlock ..... 1.25
64 GP/GD, Thg & Stargrav ..... 1.00
65 GP/GD, Thg & Triton ..... 1.00
66 GD, Thg & Scarlet Witch ..... .75
67 Thg & Hyperion ..... .75
68 Thg & Namora ..... .75
69 GD, Thg & Guardians of Galaxy ..... .75
70 Thg & Inhumans ..... .75
71 Thg & Ant-Man/Giant-Man ..... .75
72 Thg & Stingray ..... .75
73 Thg & Quasar ..... .75
74 Thg & Puppet Master ..... .75
75 Thg & Avengers ..... 1.00
76 Thg & Iceman ..... .75
77 Thg & Man Thing ..... .75
78 Thg & Wonder Man ..... .75
79 Thg & Blue Diamond ..... .75
80 Thg & Ghost Rider ..... .75
81 Thg & Sub-Mariner ..... .75
82 Thg & Capt America ..... .75
83 Thg & Sasquatch ..... 3.00
84 Thg & Alpha Flight ..... 3.00
85 Thg & Giant-Man ..... .75
86 Thg & Sandman ..... .75
87 Thg & Iron Man ..... .60
88 Thg & She-Hulk ..... .60
89 Thg & Thor ..... .60
90 Thg & Spider-Man ..... .60
91 ..... .60
92 Thg & Jocasta ..... .60
93 ..... .60
94 Thg & Power Man ..... .60
95 Thg & Living Mummy ..... .60
96 ..... .60
97 Thg & Iron Man ..... .60

### MARVEL UNIVERSE

1 A, Absorbers to Avengers (Source) ..... $4.00
2 B-C, Baron Mordo-Collect-ve Man ..... 3.00
3 C-G, Collector-Dracula ..... 2.50
4 G-G, Dragon Man-Gypsy Moth ..... 2.50
5 H-I, Hangman-Juggernaut ..... 2.50
6 J-L, Kang ..... 2.00
7 M-N, Mandarin-Morphine ..... 2.00
8 N-P, Namora-Pyro ..... 2.00
9 Q-S Quasar to Skrulls ..... 1.00
10 A Shar to Sub-Mariner ..... 2.00
11 S-U Subterraneans-Ursa Major ..... 2.00
12 V-Z ..... 2.00
13 15 ..... Ill

### MASTER OF KUNG FU

17 JSt, 1— Bi back Tzu ..... $4.00
18 PS, 1st Galaxy ..... 3.00
19 PS, A— Man-Thing ..... 3.00
20 PG ..... 3.00
21 ..... 2.00
22 PG ..... 3.00
23 ..... 2.00
24 JSn/WS ..... 2.50
25 PG ..... 3.00
26 PG, Death Seed ..... 1.50
27 PG ..... 1.50
28 PG, 1— #70 ..... 1.00
29 ..... 1.00
30 ..... 1.00
31 ..... 1.00
32 ..... 1.00
33 35 PG ..... 2.50
36 37 ..... 1.00
38 40 PG ..... 1.50
41 ..... 1.00
42 44 PG ..... 1.50
45 PG, Death Seed ..... 1.50
46 PG ..... 1.50
47 PG, 1— #70 ..... 1.00
48 ..... 1.00
49 ..... 1.00
50 ..... 1.00
51 PG ..... 1.00
52 PG ..... 1.00
53 ..... 1.00
54 PG ..... 1.00
55 PG ..... 1.00
56 PG ..... 1.00
57 PG ..... 1.00
58 PG ..... 1.00
59 PG ..... 1.00
60 PG ..... 1.00
61 PG ..... 1.00
62 PG ..... 1.00
63 PG ..... 1.00
64 PG ..... 1.00
65 PG ..... 1.00
66 PG ..... 1.00
67 PG ..... 1.00
68 PG ..... 1.00
69 PG ..... 1.00
70 PG ..... 1.00
71 PG ..... 1.00
72 PG ..... 1.00
73 PG ..... 1.00
74 PG ..... 1.00
75 PG ..... 1.00
76 PG ..... 1.00
77 PG ..... 1.00
78 PG ..... 1.00
79 PG ..... 1.00
80 PG ..... 1.00
81 PG ..... 1.00
82 PG ..... 1.00
83 PG ..... 1.00
84 PG ..... 1.00
85 PG ..... 1.00
86 PG ..... 1.00
87 PG ..... 1.00
88 PG ..... 1.00
89 PG ..... 1.00
90 PG ..... 1.00
91 PG ..... 1.00
92 PG ..... 1.00
93 PG ..... 1.00
94 PG ..... 1.00
95 PG ..... 1.00
96 PG ..... 1.00
97 PG ..... 1.00
98 PG ..... 1.00
99 PG ..... 1.00
100 PG ..... 1.00
101 PG ..... 1.00
102 PG ..... 1.00
103 PG ..... 1.00
104 PG ..... 1.00
105 PG ..... 1.00
106 PG ..... 1.00
107 PG ..... 1.00
108 PG ..... 1.00
109 PG ..... 1.00
110 PG ..... 1.00
111 PG ..... 1.00
112 PG ..... 1.00
113 PG ..... 1.00
114 PG ..... 1.00
115 PG ..... 1.00
116 PG ..... 1.00
117 PG ..... 1.00
118 PG ..... 1.00
119 PG ..... 1.00
120 PG ..... 1.00
121 PG ..... 1.00
122 PG ..... 1.00
123 PG ..... 1.00
124 PG ..... 1.00
125 PG ..... 1.00
126 PG ..... 1.00
127 PG ..... 1.00
128 PG ..... 1.00
129 PG ..... 1.00
130 PG ..... 1.00
131 PG ..... 1.00
132 PG ..... 1.00
133 PG ..... 1.00
134 PG ..... 1.00
135 PG ..... 1.00
136 PG ..... 1.00
137 PG ..... 1.00
138 PG ..... 1.00
139 PG ..... 1.00
140 PG ..... 1.00
141 PG ..... 1.00
142 PG ..... 1.00
143 PG ..... 1.00
144 PG ..... 1.00
145 PG ..... 1.00
146 PG ..... 1.00
147 PG ..... 1.00
148 PG ..... 1.00
149 PG ..... 1.00
150 PG ..... 1.00
151 PG ..... 1.00
152 PG ..... 1.00
153 PG ..... 1.00
154 PG ..... 1.00
155 PG ..... 1.00
156 PG ..... 1.00
157 PG ..... 1.00
158 PG ..... 1.00
159 PG ..... 1.00
160 PG ..... 1.00
161 PG ..... 1.00
162 PG ..... 1.00
163 PG ..... 1.00
164 PG ..... 1.00
165 PG ..... 1.00
166 PG ..... 1.00
167 PG ..... 1.00
168 PG ..... 1.00
169 PG ..... 1.00
170 PG ..... 1.00
171 PG ..... 1.00
172 PG ..... 1.00
173 PG ..... 1.00
174 PG ..... 1.00
175 PG ..... 1.00
176 PG ..... 1.00
177 PG ..... 1.00
178 PG ..... 1.00
179 PG ..... 1.00
180 PG ..... 1.00
181 PG ..... 1.00
182 PG ..... 1.00
183 PG ..... 1.00
184 PG ..... 1.00
185 PG ..... 1.00
186 PG ..... 1.00
187 PG ..... 1.00
188 PG ..... 1.00
189 PG ..... 1.00
190 PG ..... 1.00
191 PG ..... 1.00
192 PG ..... 1.00
193 PG ..... 1.00
194 PG ..... 1.00
195 PG ..... 1.00
196 PG ..... 1.00
197 PG ..... 1.00
198 PG ..... 1.00
199 PG ..... 1.00
200 PG ..... 1.00
201 PG ..... 1.00
202 PG ..... 1.00
203 PG ..... 1.00
204 PG ..... 1.00
205 PG ..... 1.00
206 PG ..... 1.00
207 PG ..... 1.00
208 PG ..... 1.00
209 PG ..... 1.00
210 PG ..... 1.00
211 PG ..... 1.00
212 PG ..... 1.00
213 PG ..... 1.00
214 PG ..... 1.00
215 PG ..... 1.00
216 PG ..... 1.00
217 PG ..... 1.00
218 PG ..... 1.00
219 PG ..... 1.00
220 PG ..... 1.00
221 PG ..... 1.00
222 PG ..... 1.00
223 PG ..... 1.00
224 PG ..... 1.00
225 PG ..... 1.00
226 PG ..... 1.00
227 PG ..... 1.00
228 PG ..... 1.00
229 PG ..... 1.00
230 PG ..... 1.00
231 PG ..... 1.00
232 PG ..... 1.00
233 PG ..... 1.00
234 PG ..... 1.00
235 PG ..... 1.00
236 PG ..... 1.00
237 PG ..... 1.00
238 PG ..... 1.00
239 PG ..... 1.00
240 PG ..... 1.00
241 PG ..... 1.00
242 PG ..... 1.00
243 PG ..... 1.00
244 PG ..... 1.00
245 PG ..... 1.00
246 PG ..... 1.00
247 PG ..... 1.00
248 PG ..... 1.00
249 PG ..... 1.00
250 PG ..... 1.00
251 PG ..... 1.00
252 PG ..... 1.00
253 PG ..... 1.00
254 PG ..... 1.00
255 PG ..... 1.00
256 PG ..... 1.00
257 PG ..... 1.00
258 PG ..... 1.00
259 PG ..... 1.00
260 PG ..... 1.00
261 PG ..... 1.00
262 PG ..... 1.00
263 PG ..... 1.00
264 PG ..... 1.00
265 PG ..... 1.00
266 PG ..... 1.00
267 PG ..... 1.00
268 PG ..... 1.00
269 PG ..... 1.00
270 PG ..... 1.00
271 PG ..... 1.00
272 PG ..... 1.00
273 PG ..... 1.00
274 PG ..... 1.00
275 PG ..... 1.00
276 PG ..... 1.00
277 PG ..... 1.00
278 PG ..... 1.00
279 PG ..... 1.00
280 PG ..... 1.00
281 PG ..... 1.00
282 PG ..... 1.00
283 PG ..... 1.00
284 PG ..... 1.00
285 PG ..... 1.00
286 PG ..... 1.00
287 PG ..... 1.00
288 PG ..... 1.00
289 PG ..... 1.00
290 PG ..... 1.00
291 PG ..... 1.00
292 PG ..... 1.00
293 PG ..... 1.00
294 PG ..... 1.00
295 PG ..... 1.00
296 PG ..... 1.00
297 PG ..... 1.00
298 PG ..... 1.00
299 PG ..... 1.00
300 PG ..... 1.00
301 PG ..... 1.00
302 PG ..... 1.00
303 PG ..... 1.00
304 PG ..... 1.00
305 PG ..... 1.00
306 PG ..... 1.00
307 PG ..... 1.00
308 PG ..... 1.00
309 PG ..... 1.00
310 PG ..... 1.00
311 PG ..... 1.00
312 PG ..... 1.00
313 PG ..... 1.00
314 PG ..... 1.00
315 PG ..... 1.00
316 PG ..... 1.00
317 PG ..... 1.00
318 PG ..... 1.00
319 PG ..... 1.00
320 PG ..... 1.00
321 PG ..... 1.00
322 PG ..... 1.00
323 PG ..... 1.00
324 PG ..... 1.00
325 PG ..... 1.00
326 PG ..... 1.00
327 PG ..... 1.00
328 PG ..... 1.00
329 PG ..... 1.00
330 PG ..... 1.00
331 PG ..... 1.00
332 PG ..... 1.00
333 PG ..... 1.00
334 PG ..... 1.00
335 PG ..... 1.00
336 PG ..... 1.00
337 PG ..... 1.00
338 PG ..... 1.00
339 PG ..... 1.00
340 PG ..... 1.00
341 PG ..... 1.00
342 PG ..... 1.00
343 PG ..... 1.00
344 PG ..... 1.00
345 PG ..... 1.00
346 PG ..... 1.00
347 PG ..... 1.00
348 PG ..... 1.00
349 PG ..... 1.00
350 PG ..... 1.00
351 PG ..... 1.00
352 PG ..... 1.00
353 PG ..... 1.00
354 PG ..... 1.00
355 PG ..... 1.00
356 PG ..... 1.00
357 PG ..... 1.00
358 PG ..... 1.00
359 PG ..... 1.00
360 PG ..... 1.00
361 PG ..... 1.00
362 PG ..... 1.00
363 PG ..... 1.00
364 PG ..... 1.00
365 PG ..... 1.00
366 PG ..... 1.00
367 PG ..... 1.00
368 PG ..... 1.00
369 PG ..... 1.00
370 PG ..... 1.00
371 PG ..... 1.00
372 PG ..... 1.00
373 PG ..... 1.00
374 PG ..... 1.00
375 PG ..... 1.00
376 PG ..... 1.00
377 PG ..... 1.00
378 PG ..... 1.00
379 PG ..... 1.00
380 PG ..... 1.00
381 PG ..... 1.00
382 PG ..... 1.00
383 PG ..... 1.00
384 PG ..... 1.00
385 PG ..... 1.00
386 PG ..... 1.00
387 PG ..... 1.00
388 PG ..... 1.00
389 PG ..... 1.00
390 PG ..... 1.00
391 PG ..... 1.00
392 PG ..... 1.00
393 PG ..... 1.00
394 PG ..... 1.00
395 PG ..... 1.00
396 PG ..... 1.00
397 PG ..... 1.00
398 PG ..... 1.00
399 PG ..... 1.00
400 PG ..... 1.00
401 PG ..... 1.00
402 PG ..... 1.00
403 PG ..... 1.00
404 PG ..... 1.00
405 PG ..... 1.00
406 PG ..... 1.00
407 PG ..... 1.00
408 PG ..... 1.00
409 PG ..... 1.00
410 PG ..... 1.00
411 PG ..... 1.00
412 PG ..... 1.00
413 PG ..... 1.00
414 PG ..... 1.00
415 PG ..... 1.00
416 PG ..... 1.00
417 PG ..... 1.00
418 PG ..... 1.00
419 PG ..... 1.00
420 PG ..... 1.00
421 PG ..... 1.00
422 PG ..... 1.00
423 PG ..... 1.00
424 PG ..... 1.00
425 PG ..... 1.00
426 PG ..... 1.00
427 PG ..... 1.00
428 PG ..... 1.00
429 PG ..... 1.00
430 PG ..... 1.00
431 PG ..... 1.00
432 PG ..... 1.00
433 PG ..... 1.00
434 PG ..... 1.00
435 PG ..... 1.00
436 PG ..... 1.00
437 PG ..... 1.00
438 PG ..... 1.00
439 PG ..... 1.00
440 PG ..... 1.00
441 PG ..... 1.00
442 PG ..... 1.00
443 PG ..... 1.00
444 PG ..... 1.00
445 PG ..... 1.00
446 PG ..... 1.00
447 PG ..... 1.00
448 PG ..... 1.00
449 PG ..... 1.00
450 PG ..... 1.00
451 PG ..... 1.00
452 PG ..... 1.00
453 PG ..... 1.00
454 PG ..... 1.00
455 PG ..... 1.00
456 PG ..... 1.00
457 PG ..... 1.00
458 PG ..... 1.00
459 PG ..... 1.00
460 PG ..... 1.00
461 PG ..... 1.00
462 PG ..... 1.00
463 PG ..... 1.00
464 PG ..... 1.00
465 PG ..... 1.00
466 PG ..... 1.00
467 PG ..... 1.00
468 PG ..... 1.00
469 PG ..... 1.00
470 PG ..... 1.00
471 PG ..... 1.00
472 PG ..... 1.00
473 PG ..... 1.00
474 PG ..... 1.00
475 PG ..... 1.00
476 PG ..... 1.00
477 PG ..... 1.00
478 PG ..... 1.00
479 PG ..... 1.00
480 PG ..... 1.00
481 PG ..... 1.00
482 PG ..... 1.00
483 PG ..... 1.00
484 PG ..... 1.00
485 PG ..... 1.00
486 PG ..... 1.00
487 PG ..... 1.00
488 PG ..... 1.00
489 PG ..... 1.00
490 PG ..... 1.00
491 PG ..... 1.00
492 PG ..... 1.00
493 PG ..... 1.00
494 PG ..... 1.00
495 PG ..... 1.00
496 PG ..... 1.00
497 PG ..... 1.00
498 PG ..... 1.00
499 PG ..... 1.00
500 PG ..... 1.00
501 PG ..... 1.00
502 PG ..... 1.00
503 PG ..... 1.00
504 P

112 113 CO Day cover ..... 1.50
114 ..... .75
115-116 CO Day issues ..... .75
117 CO ..... .75
118 CO, double size snowplow layout ..... .75
119 CO ..... 1.00
120 CO innovative layout ..... 1.25
121 CO ..... .75

## GIANT

1 CR/PG ..... $3.00
2 PG, Fellow Claw ..... 2.00
3 ..... 1.00
4 JK, Fellow Claw ..... 1.00

## MICRONAUTS, THE

1 MC, O ..... $6.00
2 MC, Earth ..... 3.00
3-4 MC ..... 3.00
5 MC, V - Prometheus ..... 3.00
6 MC ..... 3.00
7 MC, V - Man-Thing ..... 2.50
8 MC, 1 - Capt. Universe ..... 2.50
9 MC, 1 - Circus ..... 2.50
10-17 MC ..... 2.50
11-4 MC ..... 2.00
15-17 MC, A - Fantastic Four ..... 2.00
18 PB ..... 2.00
19 PB, A - Avengers ..... 2.00
20 PB, A - Avengers ..... 2.00
21 PB, 2 - Micronauts ..... 1.50
22 23 PB ..... 1.50
24 MG, V - Corpsetex ..... 1.50
25 PB, A - Mentallo ..... 1.50
26 PB, A - Baron Karza ..... 1.25
27 PB ..... 1.25
28 PB, Doc Samson ..... 1.25
30 PB, A - SHIELD ..... 1.25
31 32 PB, A - Dr. Strange ..... 1.00
33 PB, A - Devil of Tropics ..... 1.00
34 PB, A - Dr. Strange ..... 1.00
35 O - Micronauts ..... 2.00
36 KG, Dr. Strange ..... 2.00
37 X Men ..... 3.00
38 CR, 1st direct ..... 2.50
39 SD ..... 1.75
40 CR, A - Thor ..... 1.75
41 GK, Dr. Doom ..... 1.00
42 CR ..... 1.00
43 44 ..... 1.00
45 Arcade ..... 1.00
46-47 ..... 1.00
48 BG, 1st Guice ..... $2.00
49 53 BG ..... 1.00
54 BG Marionette ..... 1.00
55 BG Hunstar ..... 1.00
56 BG Kamikah ..... 1.00
57 58 BG ..... 1.00

## MIMART

1 Ditko ..... $2.00
2 Ditko ..... 1.50

## MICROMASTS SPECIAL EDITION

1 2 ..... $2.00

## MOON KNIGHT

1 BSz, O - Moon Knight ..... $4.00
2 BSz, V - Slasher ..... 2.00
3 BSz, V - Midnight Man ..... 2.00
4 BSz, V - Committee of Five ..... 2.00
5 BSz, V - Red Hydra ..... 2.00
6 BSz, V - White Angels ..... 2.00
7 BSz, V - Moon Knight ..... 2.00
8 BSz, V - Moon Kings (Drug) ..... 2.25
9 10 BSz, V - Midnight Man ..... 1.50
11 BSz, V - Creed ..... 1.25
12 BSz, V - Morphers ..... 1.25
13 BSz, V - Tesla ..... 1.25
14 BSz, V - Starred Glass ..... 1.25
15 FM (c) BSz, 1st direct ..... 3.50
16 V - Blacksmith ..... 2.00
17 BSz, V - Master Sniper ..... 1.50
18 BSz, V - Slayers Exit ..... 1.50
19 BSz, V - Arsenal ..... 1.50
20 BSz, V - Arsenal ..... 1.50
21 A - Brother Voodoo ..... 1.25
22 BSz, V - Morpheus ..... 1.25
23 BSz, V - Morpheus ..... 1.25
24 BSz, V - Starred Glass ..... 1.25
25 BSz, V - Black Spector ..... 1.25
26 KP, V - cadaver killer ..... 1.00
27 A - Keegan ..... 1.00
28 BSz ..... 1.00
29 30 BSz, V - Werewolf ..... 1.00
31 TA, V - Savage Shields ..... 1.00
32 MK, Druid Watch ..... 1.00
33 MN, Druid Man ..... 1.00
34 chemical waste ..... 1.00
35 MN, X Men ..... 1.75
36 37 ..... 1.00

## MOON KNIGHT SPECIAL EDITION

1 BSz, reprints ..... $2.00

## THE NEW MUTANTS

1 BNc ..... $3.00
2 BNc, V - Sentinels ..... 2.00
3 BNc, V - Brood ..... 1.75
4 BNc, A - Lisandra ..... 1.50
5 BNc, BWa, Teen America ..... 1.50
6 Teen America, Silver Samurai ..... 1.25
7 8 ..... 1.25
9 10 New Rome ..... 1.00
10 SB ..... 1.00
11 SB/MC Magma ..... 1.00
12 13 ..... .75

## OBNOXIO THE CLOWN

X Men ..... $1.00

## OUTSTANDERS

1 SB, Tarantula ..... $4.00
2 SB, Kraven ..... 3.00
3 SB, Lightmaster ..... 2.00
4 SB, Vulture ..... 2.00
5 SB, Hitman ..... 2.00
6 Morbius 1 ..... 1.50
7 SB, Morbius II ..... 1.50
8 SB, Morbius III ..... 1.50
9 SB, White Tiger 1 ..... 1.50
10 13 CP, Black Tiger II ..... 1.50
11 JM, Medusa ..... 1.25
12 SB, Brother Power I ..... 1.25
13 SB, Brother Power II ..... 1.25
14 SB, Brother Power Manbeast II ..... 1.25
15 SB, Beetle ..... 1.25
16 JJ, Angel/Iceman ..... 2.00
18 Angel/Iceman ..... 2.00
19 SB, Unforcers ..... 1.25
20 SB, Lightmaster ..... 1.25
21 JM, Scorpion ..... 1.25
22 DC, A - Black Knight ..... 3.00
23 A - Moon Knight ..... 3.00
24 25 A - Hyena-Hostler ..... 1.00
26 JM/FS, Cannon ..... 1.00
27 JM, Daredevil ..... 4.00
28 JM/FS, A - Miller DD ..... 25.00
29 FM, Miller DD ..... 15.00
30 JM/FS, Cannon I ..... 1.00
31 JM/FS, Cannon II ..... 1.00
32 JM/FS, Cannon III ..... 1.00
33 BL/JM, FS, Reptile ..... 1.00
34 JM/FS, O - Iguana ..... 1.00
35 Labyrinth ..... 1.00
36 JM, Swarm ..... 1.00
37 DC/MN, Swarm ..... 1.00
38 SB, Morbius ..... 1.00
39 JM/JR 2, Sid-cord-Man ..... 1.00
40 FS ..... 1.00
41 MK, Meteor-Man ..... 1.00
42 MK, Human Torch ..... 1.00
43 JM/JR, Flight ..... 1.00
44 ..... 1.50
45 MSz, Vulture ..... 1.00
46 FM (c), Cobra ..... 1.00
47 MSz, Prowler ..... 1.00
48 MSz, Prowler ..... 1.00
49 MSz ..... 1.00
50 RT/JM, Smuggler ..... 2.00
51 MSz/FM (c) ..... 1.25
52 FM (c) ..... 1.25
53 JM/FS, Terrible Tinker ..... 1.00
54 FM/MS/MSz ..... 1.25
55 LMc/MN, Nitro ..... 1.25
56 FM/JM, Jack-O-Lantern ..... 1.25
57 ..... 1.00
58 JSy ..... 2.50
59 JM ..... 1.00
60 JM/FM (c), double O - retold ..... 1.25
61 JM, Moonstone ..... .75
62 JM ..... .75
63 ..... .75
64 Cloak & Dagger ..... 1.00
65 BH/JM, Kraven ..... .75
66 JM, Electro ..... .75
67 JM, L - Boomerang ..... .75
68 JM, Vulture ..... .75
69 MN, Cloak & Dagger ..... 4.00
70 Cloak & Dagger ..... 4.00
71 JM, Moonstone ..... .75
72 JM ..... .75
73 ..... .75
74 Cloak & Dagger ..... .75
75 BH/JM, Kraven ..... .75
76 JM, Electro ..... .75
77 JM, L - Boomerang ..... .75
78 JM, Vulture ..... .75
79 MN, Cloak & Dagger ..... 4.00
80 Cloak & Dagger ..... 4.00
81 JM, Moonstone ..... .75
82 JM ..... .75
83 ..... .75
84 Cloak & Dagger ..... .75
85 BH/JM, Kraven ..... .75
86 JM, Electro ..... .75
87 JM, L - Boomerang ..... .75
88 JM, Vulture ..... .75
89 MN, Cloak & Dagger ..... 4.00
90 Cloak & Dagger ..... 4.00
91 JM, Moonstone ..... .75
92 JM ..... .75
93 ..... .75
94 Cloak & Dagger ..... .75
95 BH/JM, Kraven ..... .75
96 JM, Electro ..... .75
97 JM, L - Boomerang ..... .75
98 JM, Vulture ..... .75
99 MN, Cloak & Dagger ..... 4.00
100 Cloak & Dagger ..... 4.00
101 JM, Moonstone ..... .75
102 JM ..... .75
103 ..... .75
104 Cloak & Dagger ..... .75
105 BH/JM, Kraven ..... .75
106 JM, Electro ..... .75
107 JM, L - Boomerang ..... .75
108 JM, Vulture ..... .75
109 MN, Cloak & Dagger ..... 4.00
110 Cloak & Dagger ..... 4.00
111 JM, Moonstone ..... .75
112 JM ..... .75
113 ..... .75
114 Cloak & Dagger ..... .75
115 BH/JM, Kraven ..... .75
116 JM, Electro ..... .75
117 JM, L - Boomerang ..... .75
118 JM, Vulture ..... .75
119 MN, Cloak & Dagger ..... 4.00
120 Cloak & Dagger ..... 4.00
121 JM, Moonstone ..... .75
122 JM ..... .75
123 ..... .75
124 Cloak & Dagger ..... .75
125 BH/JM, Kraven ..... .75
126 JM, Electro ..... .75
127 JM, L - Boomerang ..... .75
128 JM, Vulture ..... .75
129 MN, Cloak & Dagger ..... 4.00
130 Cloak & Dagger ..... 4.00
131 JM, Moonstone ..... .75
132 JM ..... .75
133 ..... .75
134 Cloak & Dagger ..... .75
135 BH/JM, Kraven ..... .75
136 JM, Electro ..... .75
137 JM, L - Boomerang ..... .75
138 JM, Vulture ..... .75
139 MN, Cloak & Dagger ..... 4.00
140 Cloak & Dagger ..... 4.00
141 JM, Moonstone ..... .75
142 JM ..... .75
143 ..... .75
144 Cloak & Dagger ..... .75
145 BH/JM, Kraven ..... .75
146 JM, Electro ..... .75
147 JM, L - Boomerang ..... .75
148 JM, Vulture ..... .75
149 MN, Cloak & Dagger ..... 4.00
150 Cloak & Dagger ..... 4.00
151 JM, Moonstone ..... .75
152 JM ..... .75
153 JM, Vulture ..... .75
154 MN, Cloak & Dagger ..... 4.00
155 Cloak & Dagger ..... 4.00
156 JM, Moonstone ..... .75
157 JM ..... .75
158 JM, Vulture ..... .75
159 MN, Cloak & Dagger ..... 4.00
160 Cloak & Dagger ..... 4.00
161 JM, Moonstone ..... .75
162 JM ..... .75
163 JM, Vulture ..... .75
164 MN, Cloak & Dagger ..... 4.00
165 Cloak & Dagger ..... 4.00
166 JM, Moonstone ..... .75
167 JM ..... .75
168 JM, Vulture ..... .75
169 MN, Cloak & Dagger ..... 4.00
170 Cloak & Dagger ..... 4.00
171 JM, Moonstone ..... .75
172 JM ..... .75
173 JM, Vulture ..... .75
174 MN, Cloak & Dagger ..... 4.00
175 Cloak & Dagger ..... 4.00
176 JM, Moonstone ..... .75
177 JM ..... .75
178 JM, Vulture ..... .75
179 MN, Cloak & Dagger ..... 4.00
180 181 JSn, Warlock ..... 1.00
182 SD, GK, Dr. Strange rep ..... .75
183 188 SD, rep ..... .75

## ANNUAL

1 rep ..... $35.00
2 rep ..... 25.00

## SUB-MARINER

1 JR, II - Sub-Mariner ..... $4.00
2 JR, A - Tritea ..... 6.00
3 JR, A - Sea Witch ..... 5.00
4 JR, A - Atlima ..... 4.50
5 JR, A - Tiger Shark ..... 4.50
6 JR/DA, A - Tiger Shark ..... 3.00
7 JR, 1 - Stohm ..... 3.00
8 BL, A - Atlima ..... 3.50
9 MSz/DA, A - Lady Dorma ..... 3.50
10 SB/DA, A - Lady Dorma ..... 3.00
11 GC, A - Capt. Barracuda ..... 3.00
12 MSz, A - Namora ..... 3.00
13 MSz, IS, Lady Dorma ..... 3.00
14 MSz, V - Human Torch ..... 3.50
15 ..... 2.50
16 MSt, 1 - Nekras ..... 2.50
17 MSz, A - Tritea ..... 2.50
18 MSz, A - Triton ..... 2.50
19 MSz, A - Namora ..... 2.50
20 JR, Dr. Doom ..... 2.00
21 MSz, O - Lord Seth ..... 2.50
22 MSz, Dr. Doom ..... 3.00
23 MSz, I - Orka ..... 2.00
24 MSz, Tiger Shark ..... 2.00
25 SB/JM O - Atlantis ..... 2.50
26 SB, A - Red Raven ..... 2.50
27 SB, I - Kraken ..... 2.00
28 SB, V - Tiger Shark ..... 2.00
29 SB/JM O - Atlantis ..... 2.50
30 SB, A - Capt. Marvel ..... 2.00
31 SB, I - Kraken ..... 2.00
32 SB/JM, A - Llyra ..... 1.50
33 SB/JM, A - Namora ..... 2.00
34 SB/JM, A - S. Surfer/Hulk ..... 4.00
35 SB, A - Evil Defenders, S. Surfer ..... 4.00
36 BWr/SB, A - Lady Dorma ..... 2.50
37 RA, O - Lady Dorma ..... 2.00
38 RA/DA, O - Ra ..... 1.50
39 RA/JM, V - Llyra ..... 1.50
40 GC, I - Tumara ..... 1.50
41 GT Rokk ..... 1.50
42 GT/JM, A - House Named Death ..... 1.50
43 GC, V - Tonal ..... 2.00
44 MSz/JM, V - Torch ..... 2.00
45 GC, V - Tiger Shark ..... 2.00
46 GC, O - Sub-Mariner's father ..... 2.25
47 GC, A - Lady Dorma, Dr. Doom ..... 2.25
48 49 GC, Dr. Doom ..... 1.50
50 BEv, A - Namora ..... 1.50
51 BEv, A - Byrrah ..... 1.50
52 GK, V - Surfline ..... 1.50
53 BEv, A - Surfline ..... 1.50
54 BE/JM, V - Surfline ..... 1.50
55 BE, I - Tong ..... 1.50
56 DA, V - Atlantis ..... 1.25
57 BEv ..... 1.25
58 BEv, I - Tumara I ..... 1.50
59 BEv, Tumara II ..... 1.50
60 BEv, Tumara III ..... 1.50
61 BEv, JM, V - Dr. Hydro ..... 1.25
62 MC/SD, I - Tales of Atlantis ..... 1.25
63 MC/SD, Dr. Hydro, Tales II ..... 1.25
64 MC/SD ..... 1.25
65 DH/DP, She-Devil ..... 1.25
66 DH, V - Orka ..... 1.25
67 DH, A - F.F., V - Triton, N - Cetalum ..... 1.25
68 DH, V - Force ..... 1.25
69 GT, V - Spider-Man ..... 1.25



122 SD, Tbg/Torch II ..... 3.00
123 SD, Tbg/Torch III ..... 3.00
124 SD, I - Tritton, A - Watcher ..... 3.50
125 SD/JR, I - Shield ..... 6.00
126 SD/JR, N F/Dr Strange ..... 4.00
127 SD/JR, A - Secret Empire ..... 2.50
128 SD/JR, Dr. S, M - Eternity ..... 2.50
129 141 SD/JR, A - Dormammu ..... 2.50
142 SD/JR, A - Ancient One ..... 2.50
143 SD/JR ..... 2.50
144 SD/JR, A - Druid ..... 2.50
145 SD/JR, I - Mr. Rasputin ..... 2.50
146 SD/JR, A - Dormammu ..... 2.50
147 BEv/JR, A - Wong ..... 2.50
148 BEv/JR, A - Ancient One ..... 3.00
149 BEv/JR, A - Kaluu ..... 2.50
150 BEv/JR, A - Buscema ..... 3.00
151 BEv/JR/JSo, I - Sterzinko ..... 4.00
152 BEv/JR/JSo, A - Umar ..... 2.00
153 JR/JSo, MSz, A - Byrrah ..... 2.00
154 JSo/MSz, A - Hydra ..... 2.00
155 JSo/MSz, A - Zom ..... 2.00
156 JSo/MSz, I - Zom ..... 2.00
157/158 JSo/MSz, A - Zom ..... 2.00
159 JSo/MSz, O - Nick Fury, A - Capt. America ..... 2.50
160 JSo/MSz, Capt. America ..... 2.00
161 162 JSo/DA, Capt. America ..... 2.00
163 JSo/DA, Yellow Claw ..... 2.00
164 JSo/DA/BEv, Yellow Claw ..... 2.00
165 JSo/DA, Yellow Claw ..... 2.00
166 DA/GT/JSo, Ancient One ..... 2.00
167 JSo/DA, Ancient One ..... 1.00
168 JSo/DA, O - Brother Voodoo ..... 2.50
169 GC/DA, O - Brother Voodoo ..... 1.00
170 GC, O - Brother Voodoo ..... 1.00
172 173 GC/DG, O - Brother Voodoo ..... 1.00
174 BL/JM, O - Golem ..... 1.00
175 SD, Rep-Torr ..... 1.00
176 Golem ..... 1.00
177 FB, Golem ..... 1.00
178 JSn, V - Warlock ..... 6.00
179 JSn, Warlock I - Pu ..... 4.00
180-181 JSn, Warlock ..... 4.00
182 SD, GK, Dr. Strange rep ..... .75
183 188 SD, rep ..... .75

## ANNUAL

1 rep ..... $35.00
2 rep ..... 25.00

## SUB-MARINER

1 JR, II - Sub-Mariner ..... $4.00
2 JR, A - Tritea ..... 6.00
3 JR, A - Sea Witch ..... 5.00
4 JR, A - Atlima ..... 4.50
5 JR, A - Tiger Shark ..... 4.50
6 JR/DA, A - Tiger Shark ..... 3.00
7 JR, 1 - Stohm ..... 3.00
8 BL, A - Atlima ..... 3.50
9 MSz/DA, A - Lady Dorma ..... 3.50
10 SB/DA, A - Lady Dorma ..... 3.00
11 GC, A - Capt. Barracuda ..... 3.00
12 MSz, A - Namora ..... 3.00
13 MSz, IS, Lady Dorma ..... 3.00
14 MSz, V - Human Torch ..... 3.50
15 ..... 2.50
16 MSt, 1 - Nekras ..... 2.50
17 MSz, A - Tritea ..... 2.50
18 MSz, A - Triton ..... 2.50
19 MSz, A - Namora ..... 2.50
20 JR, Dr. Doom ..... 2.00
21 MSz, O - Lord Seth ..... 2.50
22 MSz, Dr. Doom ..... 3.00
23 MSz, I - Orka ..... 2.00
24 MSz, Tiger Shark ..... 2.00
25 SB/JM O - Atlantis ..... 2.50
26 SB, A - Red Raven ..... 2.50
27 SB, I - Kraken ..... 2.00
28 SB, V - Tiger Shark ..... 2.00
29 SB/JM O - Atlantis ..... 2.50
30 SB, A - Capt. Marvel ..... 2.00
31 SB, I - Kraken ..... 2.00
32 SB/JM, A - Llyra ..... 1.50
33 SB/JM, A - Namora ..... 2.00
34 SB/JM, A - S. Surfer/Hulk ..... 4.00
35 SB, A - Evil Defenders, S. Surfer ..... 4.00
36 BWr/SB, A - Lady Dorma ..... 2.50
37 RA, O - Lady Dorma ..... 2.00
38 RA/DA, O - Ra ..... 1.50
39 RA/JM, V - Llyra ..... 1.50
40 GC, I - Tumara ..... 1.50
41 GT Rokk ..... 1.50
42 GT/JM, A - House Named Death ..... 1.50
43 GC, V - Tonal ..... 2.00
44 MSz/JM, V - Torch ..... 2.00
45 GC, V - Tiger Shark ..... 2.00
46 GC, O - Sub-Mariner's father ..... 2.25
47 GC, A - Lady Dorma, Dr. Doom ..... 2.25
48 49 GC, Dr. Doom ..... 1.50
50 BEv, A - Namora ..... 1.50
51 BEv, A - Byrrah ..... 1.50
52 GK, V - Surfline ..... 1.50
53 BEv, A - Surfline ..... 1.50
54 BE/JM, V - Surfline ..... 1.50
55 BE, I - Tong ..... 1.50
56 DA, V - Atlantis ..... 1.25
57 BEv ..... 1.25
58 BEv, I - Tumara I ..... 1.50
59 BEv, Tumara II ..... 1.50
60 BEv, Tumara III ..... 1.50
61 BEv, JM, V - Dr. Hydro ..... 1.25
62 MC/SD, I - Tales of Atlantis ..... 1.25
63 MC/SD, Dr. Hydro, Tales II ..... 1.25
64 MC/SD ..... 1.25
65 DH/DP, She-Devil ..... 1.25
66 DH, V - Orka ..... 1.25
67 DH, A - F.F., V - Triton, N - Cetalum ..... 1.25
68 DH, V - Force ..... 1.25
69 GT, V - Spider-Man ..... 1.25

## SPIDER-MAN

1 CI, O - ..... $1.50
2 CI, A - Lizardtor ..... 1.00
3 CI, A - Brother Grenn ..... 1.00
4 CI ..... 1.00
5 CI ..... 1.00
6 CI - Werewolf ..... 1.00
7 CI, A - Magnus ..... 1.00
8 CI ..... 1.00
9 CI, A - Needle, Mage, s ..... 1.00
10 CI ..... 1.00
11 CI, A - Nekra ..... 1.00
12 ..... 1.00
13 CI, A - Flesh ..... 1.00
14 CI, A - Werewolf ..... 1.00
20 FS, A - Spider-Man ..... 1.00
21 FS, A - Bounty Hutter ..... 1.00
22 FS, A - Killer Clown ..... 1.00
23 ..... .75
25 Byrne cover ..... 1.50
27 28 A - Enforcer ..... .75
29 FS, A - Enforcer ..... .75
30 A - Fly ..... .75
31 FM (c), A - Hornet ..... .75
32 FM (c), A - Werewolf ..... .75
33 V - Yesterday's Villain ..... .75
34 36 ..... .75
37 TA, A X-Men ..... 2.50
38 A - X-Men ..... 2.00
39 ..... .75
40 Morgana Le Fay ..... .60
41 A - Morgana Le Fay ..... .60
42-44 ..... .60
45 A - Impossible Man ..... .60
46 A - Trilgore ..... .75
47 48 ..... .60
49 A - Tigra, Werewolf ..... .60
50 D. Spader Woman ..... 2.00

## IRON HAND

1 HC 30c ..... $8.00
1 HC 35c movie ..... 25.00
2 3 HC movie ..... 4.00
4 HC love distribution ..... 5.00
5 HC love distribution ..... 3.00
6 HC movie ..... 3.00
7 HC, FS ..... 2.50
8 HC, TD ..... 2.50
9 10 HC, TP ..... 2.00
11 HC, TP ..... 2.00
12 TA/CI ..... 2.00
13 TA/BWr/CI ..... 2.00
14 TA/CI ..... 2.00
15 CI ..... 2.00
16 WS ..... 2.00
17 low distribution ..... 3.00
18-19 CI low distribution ..... 3.00
20 CI scarce ..... 2.00
21 TA/CI scarce ..... 2.00
22 23 CI ..... 1.50
24 Ben Reilly ..... 1.50
25-32 CI ..... 1.50
33 CI, GD ..... 1.50
34-37 CI ..... 1.50
38 TA/MG ..... 2.00
39 AW Empire ..... 3.00
40-44 AM Empire ..... 2.00
45 CI/GD ..... 1.00
46 CI/TP ..... 1.00
47 CI/GD ..... 1.00
48 CI/W ..... 1.00
49 WS/TP last issue ..... 1.00
50 WS, AW, TP giant ..... 2.00
51 52 WS/TP ..... 1.00
53 WS, CI/WS ..... 1.00
55-66 WS/TP ..... 1.00
67 TP ..... .75
68 TP ..... .75
69 GD/TP ..... .75
70-78 ..... .75
79 TP, Tay Vanes ..... .75
80-83 ..... .60

## STRANGE TALES

101 SD, W, Human Torch ..... $80.00
102 SD, W, Torch ..... 40.00
103 SD/JM, Zemo ..... 30.00
104 SD/JM, Trapster ..... 30.00
105 SD/JM, Torch V - Wizard ..... 30.00
106 SD, A - F.F. ..... 22.00
107 SD, Torch V - Sub-Mariner ..... 22.00
108 SD/JR, A - F.F. ..... 18.00
109 SD/JR, A - Sorcerer ..... 18.00
110 SD, I - Dr. Strange ..... 60.00
111 SD, I - Asbestos ..... 20.00
112 SD, I - Eel ..... 10.00
113 SD, I - Strange ..... 10.00
114 SD/JR, Capt. America ..... 15.00
115 SD, O - Dr. Strange ..... 30.00
116 SD, V - Thing ..... 7.50
117 SP, A - Eel ..... 5.00
118 SP, A - Hatred ..... 6.00
119 SD, C - Spider-Man ..... 6.00
120 SD/JM, Iceman ..... 6.00
121 SP, V - Plant Man ..... 4.00
122 SD, A - Dr. Doom ..... 4.00
123 SD, A - Thing ..... 4.00
124 SD, I - Zola ..... 4.00
125 SD, V - Sub-Mariner ..... 4.00
126 SD, I - Deathmarks II ..... 4.00
127 SD, Dormammu I ..... 4.00
128 SD, I - Demons ..... 4.00
129 SD, I - Inhero ..... 4.00
130 SD, I - Dormammu ..... 4.00
131 SD, Thg/Torch I ..... 3.00

70 GT, 1-Piranha 1.75
71 GT, Piranha 1.75
72 DA, V— Slime/Thg 1.25

**SPECIAL/ANNUAL**

1 SB, rep $2.00
2 BEv, rep 1.75

**TALES OF SUSPENSE**

39 JR, D — 1st Iron Man . . . . $300.00
40 JK, C — Iron Man 1st . . . . 100.00
41 JR . . . . 55.00
42 DH/SD, L— Mad Pharoah 30.00
43 JR/DH, L— Kala 25.00
44 DH/SD, Mad Dyspepsia 25.00
45 DH, Sad Fool 25.00
46 DH/CR, Dynamo 15.00
47 SD, Mellar 15.00
48 Sin costume 15.00
49 SD, A— Angel 15.00
50 DH, Lizard 12.00
51 DH, Scarecrow 8.00
52 DH, 1 Man Shall Widow 12.00
53 DH, O— Watcher 8.00
54-55 DH, Mandarin 8.00
56 DH, Unmasks 8.00
57 DH, 1st Hawkeye 8.00
58 DH, Capt. America starts 6.00
59 DH/JK, I— Jarvis 5.00
60 DH/JK, Assassins 4.00
61 DH/JK, Mandarin 4.00
62 DH/JK, D— Mandarin 4.00
63 DH/JK, D— Capt. America 4.00
64 DH/JR, Black Widow 4.00
65 DH/JR, D— Red Skull 4.00
66 DH/JR, D— Red Skull 4.00
67 PM/JR, Hitler 4.00
68 DH/JR, Red Skull 3.00
69 DH/JR, 1st Titanium Man 3.00
70 DH/JK, Titanium Man 3.00
71 DH/JK/WW, Titanium Man 3.00
72 DH/JK, Sleeper 2.50
73 JR/GT, Black Knight 2.50
74 JR/GT, Sleeper 2.50
75 JR, Batroc 2.50
76 JR, Mandarin 2.50
77 JR/JK (Bible) 2.50
78 GC/JK, Ultron 2.50
79 GC, JK, Red Skull 2.50
80-81 GC/JK, Red Skull 2.50
82-83 GC/JK, Adapted 2.50
84 GC/JK, Mandarin 2.50
85 GC/JK, Batroc 2.50
86 GC/JK, Mandarin 2.50
87 GC, Mole Man 2.50
88 GC/JK, Power Man 2.50
89-90 GK/GC, Red Skull 2.50
91 GK/GC, Cropper 2.00
92 GC/JK, Nick Fury 2.00
93 GC/JK, Titanium Man 2.00
94 GC/JK, Medusa 2.00
95 C/JK, Grey Gargoyle 2.00
96 GC/JK, Grey Gargoyle 2.00
97 GC/JK, V— Whirlpool 2.00
98-99 GC/JK, V— Porfirio 2.00

**TALES TO ASTONISH**
**1st Series**

27 SD/JK, L— Ant-Man . . . . $350.00
29 34 SD/JK . . . . 10.00
35 SD/JK, C— Ant-Man . . . . 55.00
36 SD/JK . . . . 55.00
37 SD/JK . . . . 28.00
38 JK/DH . . . . 28.00
39 JK/DH, Scarlet Beetle . . . . 28.00
40 JK/SD/DH . . . . 28.00
41 DH/SD/SD, Voice of Doom . . . . 12.00
42 DH/SD, Master of Time . . . . 12.00
43 DH/SD . . . . 12.00
44 DH/SD, Porcupine . . . . 12.00
45 JK/DH/AM, Giant Man . . . . 15.00
46 DH/SD, Human Top . . . . 12.00
47 JK/DH/AM, Giant Man . . . . 15.00
48 DH/SD, Human Top . . . . 12.00
49 JK/DH/AM, Giant Man . . . . 15.00
50 JK/SD, Human Top . . . . 6.00
51 JK, Black Knight . . . . 7.00
52 JK/DH, Hulk . . . . 7.00
53 JK/DH, Titanium Man . . . . 7.00
54 GC/JK, Medusa . . . . 4.00
55 C/JK, Grey Gargoyle . . . . 2.00
56 GC/JK, Grey Gargoyle . . . . 2.00
57 GC/JK, V— Whirlpool . . . . 2.00
58-59 GC/JK, V— Porfirio . . . . 2.00

**TALES TO ASTONISH**
**1st Series**

27 SD/JK, L— Ant-Man . . . . $350.00
29 34 SD/JK . . . . 10.00
35 SD/JK, C— Ant-Man . . . . 55.00
36 SD/JK . . . . 55.00
37 SD/JK . . . . 28.00
38 JK/DH . . . . 28.00
39 JK/DH, Scarlet Beetle . . . . 28.00
40 JK/SD/DH . . . . 28.00
41 DH/SD/SD, Voice of Doom . . . . 12.00
42 DH/SD, Master of Time . . . . 12.00
43 DH/SD . . . . 12.00
44 DH/SD, Porcupine . . . . 12.00
45 JK/DH/AM, Giant Man . . . . 15.00
46 DH/SD, Human Top . . . . 12.00
47 JK/DH/AM, Giant Man . . . . 15.00
48 DH/SD, Human Top . . . . 12.00
49 JK/DH/AM, Giant Man . . . . 15.00
50 JK/SD, Human Top . . . . 6.00
51 JK, Black Knight . . . . 7.00
52 JK/DH, Hulk . . . . 7.00
53 JK/DH, Titanium Man . . . . 7.00
54 GC/JK, Medusa . . . . 4.00
55 C/JK, Grey Gargoyle . . . . 2.00
56 GC/JK, Grey Gargoyle . . . . 2.00
57 GC/JK, V— Whirlpool . . . . 2.00
58-59 GC/JK, V— Porfirio . . . . 2.00

**TALES TO ASTONISH**
**Last Series**

27 SD/JK, L— Ant-Man . . . . $350.00
29 34 SD/JK . . . . 10.00
35 SD/JK, C— Ant-Man . . . . 55.00
36 SD/JK . . . . 55.00
37 SD/JK . . . . 28.00
38 JK/DH . . . . 28.00
39 JK/DH, Scarlet Beetle . . . . 28.00
40 JK/SD/DH . . . . 28.00
41 DH/SD/SD, Voice of Doom . . . . 12.00
42 DH/SD, Master of Time . . . . 12.00
43 DH/SD . . . . 12.00
44 DH/SD, Porcupine . . . . 12.00
45 JK/DH/AM, Giant Man . . . . 15.00
46 DH/SD, Human Top . . . . 12.00
47 JK/DH/AM, Giant Man . . . . 15.00
48 DH/SD, Human Top . . . . 12.00
49 JK/DH/AM, Giant Man . . . . 15.00
50 JK/SD, Human Top . . . . 6.00
51 JK, Black Knight . . . . 7.00
52 JK/DH, Hulk . . . . 7.00
53 JK/DH, Titanium Man . . . . 7.00
54 GC/JK, Medusa . . . . 4.00
55 C/JK, Grey Gargoyle . . . . 2.00
56 GC/JK, Grey Gargoyle . . . . 2.00
57 GC/JK, V— Whirlpool . . . . 2.00
58-59 GC/JK, V— Porfirio . . . . 2.00

**TALES OF SUSPENSE**
**(Sub-Mariner reprints)**

1 JB . . . . $13.00
2 JB . . . . 7.75
3 JB, rep — Su . . . . 5.00
4 JB . . . . 5.00
5 JB . . . . 5.00
6 JB . . . . 5.00
7 JB . . . . 5.00
8 JB . . . . 5.00
9 JB . . . . 5.00
10 JB . . . . 5.00
11 JB . . . . 5.00
12 JB . . . . 5.00
13 JB . . . . 5.00
14 JB . . . . 5.00
15 JB . . . . 5.00
16 JB . . . . 5.00
17 JB . . . . 5.00
18 JB . . . . 5.00
19 JB . . . . 5.00
20 JB . . . . 5.00
21 JB . . . . 5.00
22 JB . . . . 5.00
23 JB . . . . 5.00
24 JB . . . . 5.00
25 JB . . . . 5.00
26 JB . . . . 5.00
27 JB . . . . 5.00
28 JB . . . . 5.00
29 JB . . . . 5.00
30 JB . . . . 5.00
31 JB . . . . 5.00
32 JB . . . . 5.00
33 JB . . . . 5.00
34 JB . . . . 5.00
35 JB . . . . 5.00
36 JB . . . . 5.00
37 JB . . . . 5.00
38 JB . . . . 5.00
39 JB . . . . 5.00
40 JB . . . . 5.00
41 JB . . . . 5.00
42 JB . . . . 5.00
43 JB . . . . 5.00
44 JB . . . . 5.00
45 JB . . . . 5.00
46 JB . . . . 5.00
47 JB . . . . 5.00
48 JB . . . . 5.00
49 JB . . . . 5.00
50 JB . . . . 5.00
51 JB . . . . 5.00
52 JB . . . . 5.00
53 JB . . . . 5.00
54 JB . . . . 5.00
55 JB . . . . 5.00
56 JB . . . . 5.00
57 JB . . . . 5.00
58 JB . . . . 5.00
59 JB . . . . 5.00
60 JB . . . . 5.00
61 JB . . . . 5.00
62 JB . . . . 5.00
63 JB . . . . 5.00
64 JB . . . . 5.00
65 JB . . . . 5.00
66 JB . . . . 5.00
67 JB . . . . 5.00
68 JB . . . . 5.00
69 JB . . . . 5.00
70 JB . . . . 5.00
71 JB . . . . 5.00
72 JB . . . . 5.00
73 JB . . . . 5.00
74 JB . . . . 5.00
75 JB . . . . 5.00
76 JB . . . . 5.00
77 JB . . . . 5.00
78 JB . . . . 5.00
79 JB . . . . 5.00
80 JB . . . . 5.00
81 JB . . . . 5.00
82 JB . . . . 5.00
83 JB . . . . 5.00
84 JB . . . . 5.00
85 JB . . . . 5.00
86 JB . . . . 5.00
87 JB . . . . 5.00
88 JB . . . . 5.00
89 JB . . . . 5.00
90 JB . . . . 5.00
91 JB . . . . 5.00
92 JB . . . . 5.00
93 JB . . . . 5.00
94 JB . . . . 5.00
95 JB . . . . 5.00
96 JB . . . . 5.00
97 JB . . . . 5.00
98 JB . . . . 5.00
99 JB . . . . 5.00
100 JB . . . . 5.00

**TALES OF SUSPENSE**
**2nd Series**

1 JB . . . . $13.00
2 JB . . . . 7.75
3 JB, rep — Su . . . . 5.00
4 JB . . . . 5.00
5 JB . . . . 5.00
6 JB . . . . 5.00
7 JB . . . . 5.00
8 JB . . . . 5.00
9 JB . . . . 5.00
10 JB . . . . 5.00
11 JB . . . . 5.00
12 JB . . . . 5.00
13 JB . . . . 5.00
14 JB . . . . 5.00
15 JB . . . . 5.00
16 JB . . . . 5.00
17 JB . . . . 5.00
18 JB . . . . 5.00
19 JB . . . . 5.00
20 JB . . . . 5.00
21 JB . . . . 5.00
22 JB . . . . 5.00
23 JB . . . . 5.00
24 JB . . . . 5.00
25 JB . . . . 5.00
26 JB . . . . 5.00
27 JB . . . . 5.00
28 JB . . . . 5.00
29 JB . . . . 5.00
30 JB . . . . 5.00
31 JB . . . . 5.00
32 JB . . . . 5.00
33 JB . . . . 5.00
34 JB . . . . 5.00
35 JB . . . . 5.00
36 JB . . . . 5.00
37 JB . . . . 5.00
38 JB . . . . 5.00
39 JB . . . . 5.00
40 JB . . . . 5.00
41 JB . . . . 5.00
42 JB . . . . 5.00
43 JB . . . . 5.00
44 JB . . . . 5.00
45 JB . . . . 5.00
46 JB . . . . 5.00
47 JB . . . . 5.00
48 JB . . . . 5.00
49 JB . . . . 5.00
50 JB . . . . 5.00
51 JB . . . . 5.00
52 JB . . . . 5.00
53 JB . . . . 5.00
54 JB . . . . 5.00
55 JB . . . . 5.00
56 JB . . . . 5.00
57 JB . . . . 5.00
58 JB . . . . 5.00
59 JB . . . . 5.00
60 JB . . . . 5.00
61 JB . . . . 5.00
62 JB . . . . 5.00
63 JB . . . . 5.00
64 JB . . . . 5.00
65 JB . . . . 5.00
66 JB . . . . 5.00
67 JB . . . . 5.00
68 JB . . . . 5.00
69 JB . . . . 5.00
70 JB . . . . 5.00
71 JB . . . . 5.00
72 JB . . . . 5.00
73 JB . . . . 5.00
74 JB . . . . 5.00
75 JB . . . . 5.00
76 JB . . . . 5.00
77 JB . . . . 5.00
78 JB . . . . 5.00
79 JB . . . . 5.00
80 JB . . . . 5.00
81 JB . . . . 5.00
82 JB . . . . 5.00
83 JB . . . . 5.00
84 JB . . . . 5.00
85 JB . . . . 5.00
86 JB . . . . 5.00
87 JB . . . . 5.00
88 JB . . . . 5.00
89 JB . . . . 5.00
90 JB . . . . 5.00
91 JB . . . . 5.00
92 JB . . . . 5.00
93 JB . . . . 5.00
94 JB . . . . 5.00
95 JB . . . . 5.00
96 JB . . . . 5.00
97 JB . . . . 5.00
98 JB . . . . 5.00
99 JB . . . . 5.00
100 JB . . . . 5.00

**TALES OF SUSPENSE**
**3rd Series**

1 JB, rep — Su . . . . 5.00
2 JB, rep . . . . 2.00
3 JB, rep . . . . 2.00
4 JB, rep . . . . 2.00
5 JB, rep . . . . 2.00
6 JB, rep . . . . 2.00
7 JB, rep . . . . 2.00
8 JB, rep . . . . 2.00
9 JB, rep . . . . 2.00
10 JB, rep . . . . 2.00
11 JB, rep . . . . 2.00
12 JB, rep . . . . 2.00
13 JB, rep . . . . 2.00
14 JB, rep . . . . 2.00
15 JB, rep . . . . 2.00
16 JB, rep . . . . 2.00
17 JB, rep . . . . 2.00
18 JB, rep . . . . 2.00
19 JB, rep . . . . 2.00
20 JB, rep . . . . 2.00
21 JB, rep . . . . 2.00
22 JB, rep . . . . 2.00
23 JB, rep . . . . 2.00
24 JB, rep . . . . 2.00
25 JB, rep . . . . 2.00
26 JB, rep . . . . 2.00
27 JB, rep . . . . 2.00
28 JB, rep . . . . 2.00
29 JB, rep . . . . 2.00
30 JB, rep . . . . 2.00
31 JB, rep . . . . 2.00
32 JB, rep . . . . 2.00
33 JB, rep . . . . 2.00
34 JB, rep . . . . 2.00
35 JB, rep . . . . 2.00
36 JB, rep . . . . 2.00
37 JB, rep . . . . 2.00
38 JB, rep . . . . 2.00
39 JB, rep . . . . 2.00
40 JB, rep . . . . 2.00
41 JB, rep . . . . 2.00
42 JB, rep . . . . 2.00
43 JB, rep . . . . 2.00
44 JB, rep . . . . 2.00
45 JB, rep . . . . 2.00
46 JB, rep . . . . 2.00
47 JB, rep . . . . 2.00
48 JB, rep . . . . 2.00
49 JB, rep . . . . 2.00
50 JB, rep . . . . 2.00
51 JB, rep . . . . 2.00
52 JB, rep . . . . 2.00
53 JB, rep . . . . 2.00
54 JB, rep . . . . 2.00
55 JB, rep . . . . 2.00
56 JB, rep . . . . 2.00
57 JB, rep . . . . 2.00
58 JB, rep . . . . 2.00
59 JB, rep . . . . 2.00
60 JB, rep . . . . 2.00
61 JB, rep . . . . 2.00
62 JB, rep . . . . 2.00
63 JB, rep . . . . 2.00
64 JB, rep . . . . 2.00
65 JB, rep . . . . 2.00
66 JB, rep . . . . 2.00
67 JB, rep . . . . 2.00
68 JB, rep . . . . 2.00
69 JB, rep . . . . 2.00
70 JB, rep . . . . 2.00
71 JB, rep . . . . 2.00
72 JB, rep . . . . 2.00
73 JB, rep . . . . 2.00
74 JB, rep . . . . 2.00
75 JB, rep . . . . 2.00
76 JB, rep . . . . 2.00
77 JB, rep . . . . 2.00
78 JB, rep . . . . 2.00
79 JB, rep . . . . 2.00
80 JB, rep . . . . 2.00
81 JB, rep . . . . 2.00
82 JB, rep . . . . 2.00
83 JB, rep . . . . 2.00
84 JB, rep . . . . 2.00
85 JB, rep . . . . 2.00
86 JB, rep . . . . 2.00
87 JB, rep . . . . 2.00
88 JB, rep . . . . 2.00
89 JB, rep . . . . 2.00
90 JB, rep . . . . 2.00
91 JB, rep . . . . 2.00
92 JB, rep . . . . 2.00
93 JB, rep . . . . 2.00
94 JB, rep . . . . 2.00
95 JB, rep . . . . 2.00
96 JB, rep . . . . 2.00
97 JB, rep . . . . 2.00
98 JB, rep . . . . 2.00
99 JB, rep . . . . 2.00
100 JB, rep . . . . 2.00

**TALES OF SUSPENSE**
**Last Series**

1 JB, rep — Su . . . . 5.00
2 JB, rep . . . . 2.00
3 JB, rep . . . . 2.00
4 JB, rep . . . . 2.00
5 JB, rep . . . . 2.00
6 JB, rep . . . . 2.00
7 JB, rep . . . . 2.00
8 JB, rep . . . . 2.00
9 JB, rep . . . . 2.00
10 JB, rep . . . . 2.00
11 JB, rep . . . . 2.00
12 JB, rep . . . . 2.00
13 JB, rep . . . . 2.00
14 JB, rep . . . . 2.00
15 JB, rep . . . . 2.00
16 JB, rep . . . . 2.00
17 JB, rep . . . . 2.00
18 JB, rep . . . . 2.00
19 JB, rep . . . . 2.00
20 JB, rep . . . . 2.00
21 JB, rep . . . . 2.00
22 JB, rep . . . . 2.00
23 JB, rep . . . . 2.00
24 JB, rep . . . . 2.00
25 JB, rep . . . . 2.00
26 JB, rep . . . . 2.00
27 JB, rep . . . . 2.00
28 JB, rep . . . . 2.00
29 JB, rep . . . . 2.00
30 JB, rep . . . . 2.00
31 JB, rep . . . . 2.00
32 JB, rep . . . . 2.00
33 JB, rep . . . . 2.00
34 JB, rep . . . . 2.00
35 JB, rep . . . . 2.00
36 JB, rep . . . . 2.00
37 JB, rep . . . . 2.00
38 JB, rep . . . . 2.00
39 JB, rep . . . . 2.00
40 JB, rep . . . . 2.00
41 JB, rep . . . . 2.00
42 JB, rep . . . . 2.00
43 JB, rep . . . . 2.00
44 JB, rep . . . . 2.00
45 JB, rep . . . . 2.00
46 JB, rep . . . . 2.00
47 JB, rep . . . . 2.00
48 JB, rep . . . . 2.00
49 JB, rep . . . . 2.00
50 JB, rep . . . . 2.00
51 JB, rep . . . . 2.00
52 JB, rep . . . . 2.00
53 JB, rep . . . . 2.00
54 JB, rep . . . . 2.00
55 JB, rep . . . . 2.00
56 JB, rep . . . . 2.00
57 JB, rep . . . . 2.00
58 JB, rep . . . . 2.00
59 JB, rep . . . . 2.00
60 JB, rep . . . . 2.00
61 JB, rep . . . . 2.00
62 JB, rep . . . . 2.00
63 JB, rep . . . . 2.00
64 JB, rep . . . . 2.00
65 JB, rep . . . . 2.00
66 JB, rep . . . . 2.00
67 JB, rep . . . . 2.00
68 JB, rep . . . . 2.00
69 JB, rep . . . . 2.00
70 JB, rep . . . . 2.00
71 JB, rep . . . . 2.00
72 JB, rep . . . . 2.00
73 JB, rep . . . . 2.00
74 JB, rep . . . . 2.00
75 JB, rep . . . . 2.00
76 JB, rep . . . . 2.00
77 JB, rep . . . . 2.00
78 JB, rep . . . . 2.00
79 JB, rep . . . . 2.00
80 JB, rep . . . . 2.00
81 JB, rep . . . . 2.00
82 JB, rep . . . . 2.00
83 JB, rep . . . . 2.00
84 JB, rep . . . . 2.00
85 JB, rep . . . . 2.00
86 JB, rep . . . . 2.00
87 JB, rep . . . . 2.00
88 JB, rep . . . . 2.00
89 JB, rep . . . . 2.00
90 JB, rep . . . . 2.00
91 JB, rep . . . . 2.00
92 JB, rep . . . . 2.00
93 JB, rep . . . . 2.00
94 JB, rep . . . . 2.00
95 JB, rep . . . . 2.00
96 JB, rep . . . . 2.00
97 JB, rep . . . . 2.00
98 JB, rep . . . . 2.00
99 JB, rep . . . . 2.00
100 JB, rep . . . . 2.00

**TALES TO TITANS**

1 DH, D— Hercules . . . . $4.00
2 DH, D— Hercules . . . . 4.00
3 DH, D— Hercules . . . . 4.00
4 DH, D— Hercules . . . . 4.00
5 DH, D— Hercules . . . . 4.00
6 DH, D— Hercules . . . . 4.00
7 DH, D— Hercules . . . . 4.00
8 DH, D— Hercules . . . . 4.00
9 DH, D— Hercules . . . . 4.00
10 DH, D— Hercules . . . . 4.00
11 DH, D— Hercules . . . . 4.00
12 DH, D— Hercules . . . . 4.00
13 DH, D— Hercules . . . . 4.00
14 DH, D— Hercules . . . . 4.00
15 DH, D— Hercules . . . . 4.00
16 DH, D— Hercules . . . . 4.00
17 DH, D— Hercules . . . . 4.00
18 DH, D— Hercules . . . . 4.00
19 DH, D— Hercules . . . . 4.00
20 DH, D— Hercules . . . . 4.00
21 DH, D— Hercules . . . . 4.00
22 DH, D— Hercules . . . . 4.00
23 DH, D— Hercules . . . . 4.00
24 DH, D— Hercules . . . . 4.00
25 DH, D— Hercules . . . . 4.00
26 DH, D— Hercules . . . . 4.00
27 DH, D— Hercules . . . . 4.00
28 DH, D— Hercules . . . . 4.00
29 DH, D— Hercules . . . . 4.00
30 DH, D— Hercules . . . . 4.00
31 DH, D— Hercules . . . . 4.00
32 DH, D— Hercules . . . . 4.00
33 DH, D— Hercules . . . . 4.00
34 DH, D— Hercules . . . . 4.00
35 DH, D— Hercules . . . . 4.00
36 DH, D— Hercules . . . . 4.00
37 DH, D— Hercules . . . . 4.00
38 DH, D— Hercules . . . . 4.00
39 DH, D— Hercules . . . . 4.00
40 DH, D— Hercules . . . . 4.00
41 DH, D— Hercules . . . . 4.00
42 DH, D— Hercules . . . . 4.00
43 DH, D— Hercules . . . . 4.00
44 DH, D— Hercules . . . . 4.00
45 DH, D— Hercules . . . . 4.00
46 DH, D— Hercules . . . . 4.00
47 DH, D— Hercules . . . . 4.00
48 DH, D— Hercules . . . . 4.00
49 DH, D— Hercules . . . . 4.00
50 DH, D— Hercules . . . . 4.00
51 DH, D— Hercules . . . . 4.00
52 DH, D— Hercules . . . . 4.00
53 DH, D— Hercules . . . . 4.00
54 DH, D— Hercules . . . . 4.00
55 DH, D— Hercules . . . . 4.00
56 DH, D— Hercules . . . . 4.00
57 DH, D— Hercules . . . . 4.00
58 DH, D— Hercules . . . . 4.00
59 DH, D— Hercules . . . . 4.00
60 DH, D— Hercules . . . . 4.00
61 DH, D— Hercules . . . . 4.00
62 DH, D— Hercules . . . . 4.00
63 DH, D— Hercules . . . . 4.00
64 DH, D— Hercules . . . . 4.00
65 DH, D— Hercules . . . . 4.00
66 DH, D— Hercules . . . . 4.00
67 DH, D— Hercules . . . . 4.00
68 DH, D— Hercules . . . . 4.00
69 DH, D— Hercules . . . . 4.00
70 DH, D— Hercules . . . . 4.00
71 DH, D— Hercules . . . . 4.00
72 DH, D— Hercules . . . . 4.00
73 DH, D— Hercules . . . . 4.00
74 DH, D— Hercules . . . . 4.00
75 DH, D— Hercules . . . . 4.00
76 DH, D— Hercules . . . . 4.00
77 DH, D— Hercules . . . . 4.00
78 DH, D— Hercules . . . . 4.00
79 DH, D— Hercules . . . . 4.00
80 DH, D— Hercules . . . . 4.00
81 DH, D— Hercules . . . . 4.00
82 DH, D— Hercules . . . . 4.00
83 DH, D— Hercules . . . . 4.00
84 DH, D— Hercules . . . . 4.00
85 DH, D— Hercules . . . . 4.00
86 DH, D— Hercules . . . . 4.00
87 DH, D— Hercules . . . . 4.00
88 DH, D— Hercules . . . . 4.00
89 DH, D— Hercules . . . . 4.00
90 DH, D— Hercules . . . . 4.00
91 DH, D— Hercules . . . . 4.00
92 DH, D— Hercules . . . . 4.00
93 DH, D— Hercules . . . . 4.00
94 DH, D— Hercules . . . . 4.00
95 DH, D— Hercules . . . . 4.00
96 DH, D— Hercules . . . . 4.00
97 DH, D— Hercules . . . . 4.00
98 DH, D— Hercules . . . . 4.00
99 DH, D— Hercules . . . . 4.00
100 DH, D— Hercules . . . . 4.00

**TALES TO TITANS**

1 DH, D— Hercules . . . . $4.00
2 DH, D— Hercules . . . . 4.00
3 DH, D— Hercules . . . . 4.00
4 DH, D— Hercules . . . . 4.00
5 DH, D— Hercules . . . . 4.00
6 DH, D— Hercules . . . . 4.00
7 DH, D— Hercules . . . . 4.00
8 DH, D— Hercules . . . . 4.00
9 DH, D— Hercules . . . . 4.00
10 DH, D— Hercules . . . . 4.00
11 DH, D— Hercules . . . . 4.00
12 DH, D— Hercules . . . . 4.00
13 DH, D— Hercules . . . . 4.00
14 DH, D— Hercules . . . . 4.00
15 DH, D— Hercules . . . . 4.00
16 DH, D— Hercules . . . . 4.00
17 DH, D— Hercules . . . . 4.00
18 DH, D— Hercules . . . . 4.00
19 DH, D— Hercules . . . . 4.00
20 DH, D— Hercules . . . . 4.00
21 DH, D— Hercules . . . . 4.00
22 DH, D— Hercules . . . . 4.00
23 DH, D— Hercules . . . . 4.00
24 DH, D— Hercules . . . . 4.00
25 DH, D— Hercules . . . . 4.00
26 DH, D— Hercules . . . . 4.00
27 DH, D— Hercules . . . . 4.00
28 DH, D— Hercules . . . . 4.00
29 DH, D— Hercules . . . . 4.00
30 DH, D— Hercules . . . . 4.00
31 DH, D— Hercules . . . . 4.00
32 DH, D— Hercules . . . . 4.00
33 DH, D— Hercules . . . . 4.00
34 DH, D— Hercules . . . . 4.00
35 DH, D— Hercules . . . . 4.00
36 DH, D— Hercules . . . . 4.00
37 DH, D— Hercules . . . . 4.00
38 DH, D— Hercules . . . . 4.00
39 DH, D— Hercules . . . . 4.00
40 DH, D— Hercules . . . . 4.00
41 DH, D— Hercules . . . . 4.00
42 DH, D— Hercules . . . . 4.00
43 DH, D— Hercules . . . . 4.00
44 DH, D— Hercules . . . . 4.00
45 DH, D— Hercules . . . . 4.00
46 DH, D— Hercules . . . . 4.00
47 DH, D— Hercules . . . . 4.00
48 DH, D— Hercules . . . . 4.00
49 DH, D— Hercules . . . . 4.00
50 DH, D— Hercules . . . . 4.00
51 DH, D— Hercules . . . . 4.00
52 DH, D— Hercules . . . . 4.00
53 DH, D— Hercules . . . . 4.00
54 DH, D— Hercules . . . . 4.00
55 DH, D— Hercules . . . . 4.00
56 DH, D— Hercules . . . . 4.00
57 DH, D— Hercules . . . . 4.00
58 DH, D— Hercules . . . . 4.00
59 DH, D— Hercules . . . . 4.00
60 DH, D— Hercules . . . . 4.00
61 DH, D— Hercules . . . . 4.00
62 DH, D— Hercules . . . . 4.00
63 DH, D— Hercules . . . . 4.00
64 DH, D— Hercules . . . . 4.00
65 DH, D— Hercules . . . . 4.00
66 DH, D— Hercules . . . . 4.00
67 DH, D— Hercules . . . . 4.00
68 DH, D— Hercules . . . . 4.00
69 DH, D— Hercules . . . . 4.00
70 DH, D— Hercules . . . . 4.00
71 DH, D— Hercules . . . . 4.00
72 DH, D— Hercules . . . . 4.00
73 DH, D— Hercules . . . . 4.00
74 DH, D— Hercules . . . . 4.00
75 DH, D— Hercules . . . . 4.00
76 DH, D— Hercules . . . . 4.00
77 DH, D— Hercules . . . . 4.00
78 DH, D— Hercules . . . . 4.00
79 DH, D— Hercules . . . . 4.00
80 DH, D— Hercules . . . . 4.00
81 DH, D— Hercules . . . . 4.00
82 DH, D— Hercules . . . . 4.00
83 DH, D— Hercules . . . . 4.00
84 DH, D— Hercules . . . . 4.00
85 DH, D— Hercules . . . . 4.00
86 DH, D— Hercules . . . . 4.00
87 DH, D— Hercules . . . . 4.00
88 DH, D— Hercules . . . . 4.00
89 DH, D— Hercules . . . . 4.00
90 DH, D— Hercules . . . . 4.00
91 DH, D— Hercules . . . . 4.00
92 DH, D— Hercules . . . . 4.00
93 DH, D— Hercules . . . . 4.00
94 DH, D— Hercules . . . . 4.00
95 DH, D— Hercules . . . . 4.00
96 DH, D— Hercules . . . . 4.00
97 DH, D— Hercules . . . . 4.00
98 DH, D— Hercules . . . . 4.00
99 DH, D— Hercules . . . . 4.00
100 DH, D— Hercules . . . . 4.00

**TALES OF THE UNEXPECTED**

1 JK, D— Sub-Mariner . . . . 20.00
2 JK, A— Ex-Mutants, Bkb . . . . 10.00
3 JK/JB, A— Ex-Mutants . . . . 8.00
4 JK, A— Avengers . . . . 15.00
5 JK/JB, A— Hulk/Zar . . . . 10.00
6 JK, L— Stranger . . . . 10.00
7 AT/JB, D— Prof. T. Juggernaut . . . . 12.00
8 JK (layouts)/JSt, A— Juggernaut . . . . 10.00
14 JK (layouts), A— Sentinels . . . . 10.00
15 JK (layouts), D— Beast, Sentinels . . . . 10.00
16 JK (layouts), D— Master Mold, Sentinels . . . . 10.00
17 JK (layouts), A— Magneto . . . . 8.00
18 JK (layouts), A— Magneto . . . . 8.00
19 JK (layouts), A— Magneto . . . . 8.00
20 L— Lucifer & Blob, Ursus . . . . 8.00
21 FA— Lucifer, Darkness, Ultra Rebel . . . . 8.00
22 23 A— Maggia . . . . 6.00
24 A— Lucifer . . . . 6.00
25 JK (C), L— El Tigre . . . . 6.00
26 A— El Tigre . . . . 6.00
27 G—FF A— Puppet Master . . . . 6.00
28 L— Banshee . . . . 8.00
29 A— Spider-Apaloid . . . . 6.00
30 JK (C), L— Warlock . . . . 6.00
31 JK (C), L— Cobalt Man . . . . 6.00
32 A— Juggernaut . . . . 5.00
33 GK, A— Dr. Strange, Juggernaut . . . . 5.00
34 A— Inhumans, Mole Man . . . . 5.00
35 JK (C), A— Spider-Man, Banshee . . . . 6.00
36 A— Medusa . . . . 5.00
37 DH, A— Blob, Ursus . . . . 5.00
38 DH, A— Banshee, Blob . . . . 8.00
39 DH/GT, A— Banshee, Mutant Master . . . . 5.00
40 DH/GT, A— Frankenstein . . . . 5.00
41 DH/GT . . . . 4.00
42 DH/GT/JB, A— Grotesk . . . . 4.00
43 GT/JB — Magneto, Quicksilver, Scarlet Witch, C— Avengers . . . . 4.00
44 DH, A— Magneto, Quicksilver, Scarlet Witch . . . . 5.00
45 PN/JB, A— Magneto, Quicksilver, Scarlet Witch . . . . 4.00
46 DH, A— Juggernaut . . . . 4.00
47 DH, L— Mole Man . . . . 4.00
48 DH/JR, A— Juggernaut . . . . 4.00
49 JSo, DH, C— Magneto . . . . 6.00
50 JSo, A— Lorna Dane, Magneto . . . . 10.00
51 JSo, A— Magneto, Polaris, Evil Mr. Rea . . . . 10.00
52 DH/MSe/JSt, D— Lorna Dane, A— Magneto . . . . 4.00
53 SL, Beetle 1st . . . . 12.00
54 BS/DH, L— Alex Summers D— Hawk . . . . 4.00
55 BS DH D Hawk . . . . 8.00
56 NA, A— Havok Living Mono D . . . . 15.00
57 NA, A— Havok, Lt. Hawk . . . . 15.00
58 NA, A— Havok Sentinels . . . . 15.00
59 NA, A— Sentinels, Havok . . . . 15.00
60 NA, L— Sazarn . . . . 15.00
61 NA, A— Sazarn . . . . 15.00
62 NA, A— Rx'Kar Sauter Magneto . . . . 15.00
63 NA A Rx'Kar, Magneto . . . . 15.00
64 DH, A— Havok D— Sentinels . . . . 8.00
65 NA/MSe A— Havok Shield . . . . 10.00
66 SB/MSe A— Hulk, Havok . . . . 6.00
67 rep — Mek, LT, D— Hawk . . . . 6.00
68 rep — Mek 14, 15, A . . . . 3.00
69 rep — Mek 2, 19 . . . . 3.00
70 rep — Mek 12, 18 . . . . 3.00
71 rep — Mek 20 . . . . 3.00
72 rep — Mek 21, 24 . . . . 3.00
73 rep — Mek 25 . . . . 3.00
74 rep — Mek 26 . . . . 3.00
75 rep — Mek 27 . . . . 3.00
76 rep — Mek 28 . . . . 3.00
77 rep — Mek 29 . . . . 3.00
78 rep — Mek 30 . . . . 3.00
79 rep — Mek 31 . . . . 3.00
80 rep — Mek 32 . . . . 3.00
81 rep — Mek 33 . . . . 3.00
82 rep — Mek 34 . . . . 2.50
83 rep — Mek 35 . . . . 2.50
84 rep — Mek 36 . . . . 2.50
85 rep — Mek 37 . . . . 2.50
86 rep — Mek 38 . . . . 2.50
87 rep — Mek 39 . . . . 2.50
88 rep — Mek 40 . . . . 2.50
89 rep — Mek 41 . . . . 2.50
90 rep — Mek 42 . . . . 2.50
91 rep — Mek 43 . . . . 2.50
92 rep — Mek 44 . . . . 2.50
93 rep — Mek 45 . . . . 2.50
94 GK, DC, BMc — New 1 Mes . . . . 85.00
95 DC, L— Thunderbolts . . . . 15.00
96 MSe/SB, DC, I— Mora McTaggart . . . . 10.00
97 RB/DC, L— Lilandra . . . . 27.50
98 DC, I— Amanda, Cyclops . . . . 27.50
99 DC, A— Sentinels, Fire the Red . . . . 27.50
100 DC, A— Steve Lang . . . . 32.00
101 DC, A— Mora, A— Juggernaut . . . . 30.00
102 DC, D— Storm . . . . 20.00
103 DC, A— Juggernaut . . . . 15.00
104 DC, L— Starjammers . . . . 15.00
105 last Bob Brown Art, A— Firelord . . . . 15.00
106 DC, A— Micky Knight, Firelord . . . . 15.00
107 DC, L— Godzilla? . . . . 10.00
108 DC/BV/TA, A— FF . . . . 20.00
109 DC/BV/TA, A— Lilandra vs. Weapon Alpha . . . . 14.00
110 DC/TA, A— Warbeyde . . . . 12.50

(Continued on Page 93)

(Continued from Page 73)

Tokyo Movie Shinsha — keeps the story fresh in fans' memories.

One of the most powerful of all sports dramas was *Tomorrow's Joe*, a creation of artist Tetsuya Chiba and author Asao Takamori. Joe Yabuki, a homeless young hell-raiser, meets up with Dampei Tange, an old drunkard who'd given up on being a boxing trainer until he came across Joe. The two became the terror of Japanese boxing circles, and Joe worked his way up through the ranks until he got his chance to fight a rival from his prison days, Toru Rikiishi. Rikiishi went down two weight classes to box the bantamweight Yabuki and, between that and a blow to his temple, he died in the ring. Joe went into a deep depression but after a year of soul-searching he launched a comeback. Finally earning a fight with World Bantamweight Champion Jose Mendoza, Joe repaid his debt to Rikiishi with his own death in the ring.

The original *manga* of *Tomorrow's Joe* ran from 1968 until 1973 and was reprinted in 20 volumes of Kodansha Comics. The first half of the *manga* saga was animated as a 79-episode *Tomorrow's Joe* series by Mushi Pro in 1970 and, 10 years later, a movie condensed from the series was a huge hit. Tokyo Movie Shinsha picked up the cue and animated the remainder of the story in *Tomorrow's Joe 2*, a 47-episode series, in 1980. A movie condensation of the second series was released to theaters in 1981.

For every serious serial, there seem to be five humorous ones. There are comedies for all ages, from simple gags strung together to school life and boy-meets-girl (and vice versa and often going a bit beyond that) comedies to adventures bristling with one-liners.

Young children adore *Doraemon*, the blue robot-cat creation of two artists who sign themselves "Fujiko Fujio." Doraemon has a pouchful of whimsical gadgets which are always good for a gag or two — face erasers, pencils which know the answers to written tests, and live pogo sticks. There's also practically no escape from him — besides about 25 volumes of *Doraemon* Tentomushi Comics (published by Shogakukan), episodes of Cine Doga's *anime* version have aired weekly since April 1979, at least four Cine Doga-animated theatrical features have been released, and in many Japanese stores Doraemon's rolypoly figure decorates signs designed to attract the attention of children.

Kermit the Frog may be big in Japan, but the top frog to many is still Pyonkichi the Flat Frog, hero of Yasumi Yoshizawa's ever-popular *manga Pervert Frog*. Pyonkichi used to be a happy, normal frog, until a boy named Hiroshi tried to catch him. Hiroshi tripped during the chase and ended up with Pyonkichi permanently plastered on the front of his shirt. Hiroshi wears the shirt every day to keep the flattened frog happy, and Pyonkichi takes advantage of the situation by getting Hiroshi into trouble every other panel by insulting people, eating things, or lifting girls' skirts.

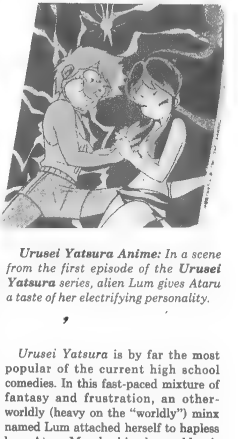
The *manga* adventures of the boy and his frog began in 1971 and still appear every so often — three volumes of *Pervert Frog* Shueisha Manga Bunko paperbacks have been published by Shueisha. A *Pervert Frog* series was animated by Tokyo Movie in 1972, and a second series, Tokyo Movie Shinsha's *New Pervert Frog*, kicked off a Pervert Frog revival in 1981.

*Dr. Slump* is a phenomenon that has lasted for four years and shows no signs of slowing down as it enters its fifth. Akira Toriyama's gag *manga* follows the misadventures of inventor Sembei Norimaki, the self-styled "Dr. Slump," and his various silly creations that wreak havoc on the equally silly denizens of Penguin Village. The star is Sembei's masterpiece, a bespectacled little girl android named Arale, who is a rabid fan of Ultraman and Godzilla, loves to make things go "boom," and is the strongest thing on Earth and a few other worlds.

Nothing is safe from parody in the pages of *Dr. Slump*. Japanese movie monsters, *anime* institutions like *Mighty Atom* and *Iron Man 28*, and even such American imports as Superman, Batman, *Star Wars*, and Clint Eastwood's "Dirty Harry" character appear regularly in various ridiculous incarnations. *Dr. Slump* has even added a word to the proper-greeting-conscious Japanese language: *Ohakonbanchiwa*, an all-purpose combination of *ohayo gozaimasu ("good morning"), konnichiwa* ("good afternoon"), and *konbanwa* ("good evening").

*Dr. Slump* hit the airwaves in April 1981 as a Toei Doga-animated series, and more than 140 episodes have been broadcast to date. Three theatrical features have done fairly well at the box office, and all manner of *Dr. Slump* merchandise spurs its popularity even further. Besides innumerable records, toys, boxes of candy, and video games, its continuous run since January 1980 in the weekly *Shonen Jump manga* magazine has been reprinted in 11 volumes of *Dr. Slump* Jump Comics, with a 12th book on the way. With its nonsensical humor for all ages, *Dr. Slump* is one of the biggest — and certainly one of the most profitable — comedy hits in comics history.

An increasing share of the *manga* being produced are "high school comedies," which usually feature school life and generally rambunctious behavior — things the highly pressured students of today's Japanese middle and high schools would no doubt like to do, if they could only get away with it. The manga are rowdy and risque and anything goes — even sex, although simple suggestion is substituted for all-out action.



***Urusei Yatsura Anime:*** *In a scene from the first episode of the* ***Urusei Yatsura*** *series, alien Lum gives Ataru a taste of her electrifying personality.*

*Urusei Yatsura* is by far the most popular of the current high school comedies. In this fast-paced mixture of fantasy and frustration, an otherworldly (heavy on the "worldly") minx named Lum attached herself to hapless hero Ataru Moroboshi, who could neither get rid of her nor explain the predicament to his ex-girlfriend Shinobu. Ataru was constantly on the receiving end when Lum's short temper erupts into alien outbursts of electrical shocks and lightning storms, and things got no better when Lum's friends and family came to Earth to support her in her choice of Ataru as a mate, or when she enrolled in the same school as Ataru and Shinobu.

Kitty Enterprises's *anime* version has just passed the 100-episode milestone in

its broadcast career, and plans are progressing on a second movie to follow up the highly successful feature of early 1983, *Urusei Yatsura — Only You*. Rumiko Takahashi's original *manga* appears weekly in the *Shonen Sunday manga* magazine, and 17 Shonen Sunday Comics paperbacks have already been spawned. Shogakukan has even printed two *Urusei Yatsura manga* books in English. Designed to help Japanese students in their study of the English language, the books are being snatched up by North American collectors for a slightly different reason!

The popularity of the adventure-comedy *Lupin the Third* has become almost as widely spread as the locations of the star's international capers. The creation of an artist known simply as Monkey Punch (with a bit of an assist from the Arsene Lupin stories by French author Maurice Leblanc), chic thief Lupin's life is one of glamour, thrills, car chases, and crazy color combinations as he skips around the globe in search of nifties to lift. His companions are two Japanese gentlemen from different ends of the cultural spectrum — Daisuke Jigen, who styles himself after the storied Chicago gangster gunmen, and Goemon Ishikawa, the kimono-clad 13th-generation master swordsman of his family line. Just one step behind the trio is Police Inspector Zenigata, seemingly Wile E. Coyote's first cousin, whose sole mission in life is to arrest Lupin. Lupin's own goal is Fujiko Mine, an elusive brunette who acts as both friend and foe — whichever it is the most profitable to be at the time. Their highly detailed exploits have been published in two sets of manga books — 21 volumes of *Lupin the Third* in 100-Ten Land Comics and at least 15 volumes of *New Lupin the Third* in Power Comics, both lines published by Futabasha.

*Lupin the Third* was first animated as a 26-episode series by Tokyo Movie in 1971 but didn't really take off until Tokyo Movie Shinsha did a second series in 1977 — a series which went on to last three years and 155 episodes. During its run, two *Lupin* films were released. The first, 1978's *Lupin the Third*, was dubbed into English and is known in the U.S. as *Mystery of Mamo*. The second, *Lupin the Third — Cagliostro Castle*, was released in 1979 and to this day is acclaimed as one of the greatest animated movies ever made. A subtitled version played to rave reviews at the Cannes Film Festival in 1980 and was one of the features at the 1983 World Animation Festival. Sadly, the film has not yet found a distributor for North American release, although the new commercial laser-disk video game "Cliffhanger" which is now in arcades in the States is made up entirely of scenes from the two *Lupin* films.

*Lupin the Third* has inspired a space-age sequel which aired in France, *Lupin the Eighth*, and the latest news from Japan is that Tokyo Movie Shinsha is gearing up to start production on a new *Lupin the Third* series in April for broadcast in Japan beginning in October 1984.

The outstanding musical scores of most series and movies should be mentioned here. They are just as important a part of *anime* as the stories and animation work and, quite naturally, are released on records. Theme-song singles are chart-toppers, and background scores (known in *anime* parlance as "BGM," BackGround Music) and their symphonic, synthesizer, and choral variations sell as albums. Accomplished musicians such as Hiroshi Miyagawa (formerly a composer of themes for the twirling turtle-monster Gamera, now famed world-wide for his *Space Cruiser Yamato* scores) and Kentaro Haneda (with at least four series' theme songs and BGM and co-creation of a movie score to his credit in the last two years) have found their niche in the industry and have a devoted following. So do popular anime tune crooners like Isao Sasaki (*Space Cruiser Yamato, Science Ninja Team Gatchaman, Galaxy Express 999*), Ichiro Mizuki (*Captain Harlock, Mazinger Z, Eternal Orbit SSX*), and "Mio" (*Combat Mecha Xabungle, Aura Battler Dunbine*).

Books are also a big source of income for the *anime* and *manga* industry. *Anime* comics — glorified photo-novels, stills from *anime* movies and series episodes with speech balloons and sound effects superimposed over the top — are among the most popular types available. Not only do they use the exact dialogue from the *anime* they're recreating, but at times they show the most minute of details in motion.

Several different companies cater to the *anime* craze by publishing highly detailed magazine-sized softcover books which are packed with pages of story details, reproductions of animators' character and mechanical design sheets, staff interviews, and beautiful color photos. Many *anime* movies and series can boast of at least one.

Tokuma Shoten's "Roman Albums" are some of the best in the field. 58 different volumes have been published to date, each on a different *anime* production. While some are out of print now, every so often they turn up for sale among stateside collectors or in Japanese used-book shops. The closest rivals of the Roman Albums are Shogakukan's recent "This is Animation" series, with three books covering the history of popular Japanese *anime*, a hefty 1983 update volume, and separate volumes on recent hit series like *Macross, Orguss, Yamato*, and *Esteban*. Other good books of this type are Futabasha's "100-Ten Land" books and Shueisha's "Roadshow Special Editions." The prices of these books range from 480 to 1200 yen apiece, with the "This Is Animation" 1983 update book weighing in at 1800 yen.

Keibunsha Daihyakka books have just as much information in them but are aimed at children and worded simply — a boon for novice Japanese-to-English dictionary jockeys on this side of the ocean. Squat little volumes published by Keibunsha, their 350-or-so pages are crammed with facts, drawings, and some color photos. Of the 151 published to date, more than half are devoted to *anime* and *manga*, and list for 600-650 yen apiece.

Although actual animation cels are made available by studios and can also be found at *anime* festivals and conventions, demand has conspired against many a collector who wanted cels of major scenes and characters. However, the publishing house Shonen Gahosha has eased their anguish a bit by printing "Animation Cel Collections" for movies — volumes with 12 full-color cel reproductions and the movie's story told with color stills on the reverse side of each background. Collections have been published for hit films like *Adieu Galaxy Express 999, Arrivederci Yamato, Be Forever Yamato, Mobile Suit Gundam*, and *Arcadia of My Youth* and usually list for 1200 yen each.

True, *manga* and *anime* and their books and magazines are in Japanese, but don't let that scare you away — the pictures are in a language that *everyone* can understand. If you find the stylistic art intriguing, are fascinated by some of the characters or robots, or are searching for exciting epics spun from unique angles, you've found the right place — and you're not alone!

# Convention Calendar

## GREAT LAKES

**STATES IN REGION:** Ill., Ind., Ky., Mich., Ohio and Wis.

**ALLIANCE, OHIO** – Apr. 28-29 – Comic Book & Baseball Card Show, Farmation Mall, A N/A A-Lot-A Sports Cards, 50 N. Outer Dr., Vienna, OH 44473. PH: 216-394-2831.

**CLEVELAND, OHIO** – May 5-6 – Comic Book & Baseball Card Show, Randall Park Mall, A+ N/A A-Lot-A Sports Cards, 50 N. Outer Dr., Vienna, OH 44473. PH: 216-394-2831.

**ELMHURST, ILL.** – May 6 – Elmhurst Comic Book & Baseball Card Show (C, Cd), American Legion, 210 W. Butterfield. A $1. Graham Crackers Cards & Comics, 214 S. Washington, Naperville, IL 60540. PH: 355-4310 or 968-5250.

**TOLEDO, OHIO** – May 6 – Toledo Comic Book & Baseball Card Show (C, Cd), Ramada Inn, Southwyck, Reynolds Rd., 10 a.m.-6 p.m., A $1.25. Teddi Kessler, 450 7th Ave., New York, NY 10123. PH: 212-563-4780 (days) or 212-496-2792 (eves.).

**YOUNTSTOWN, OHIO** – May 12-13 – Comic Book & Baseball Card Show, Southern Park Mall, A N/A A-Lot-A Sports Cards, 50 N. Outer Dr., Vienna, OH 44473. PH: 216-394-2831.

**COLUMBUS, OHIO** – May 19-20 – Marcon (SF, M), Quality Inn, 4900 Sinclair Rd., I-71 at Morse Rd., A $12.50 until April 15, $15 until May 18. Marcon, PO Box 14780, Columbus, OH 43212.

**CLEVELAND, OHIO** – May 19 – Saturday's Child Comics-Nostalgiafest Show (C). The Somerset Inn, Jct. 8, 422 & 43, 11 a.m.-6 p.m., A $1.50. Joe Tricanchi, 2520 Ashurst, Cleveland, OH 44118. PH: 216-932-8596.

**CHICAGO, ILL.** – May 20 – Chicago Minicon, (C), Americana-Congress Hotel, 520 S. Michigan Ave., A N/A. Chicago Comicon, 1219 Devon, Chicago, IL 60660. PH: 312-274-1832 or Minicon Hotline PH: 312-743-4962.

**ELYRIA, OHIO** – May 26-28 – Comic Book & Baseball Card Show, Midway Mall, A N/A A-Lot-A Sports Cards, 50 N. Outer Dr., Vienna, OH 44473. PH: 216-394-2831.

**SPRINGFIELD, OHIO** – June 2-3 – Comic Book & Baseball Card Show, Upper Valley Mall, A N/A A-Lot-A Sports Cards, 50 N. Outer Dr., Vienna, OH 44473. PH: 216-394-2831.

**OCONOMOWOC, WIS.** – June 8-10 – X Con 8 (SF), Olympia Resort & Spa, A $12 until April 30, $17 after. X Con 8, PO Box 7, Milwaukee, WI 53201.

**COLUMBUS, OHIO** – June 9-10 – Comic Book & Baseball Card Show, Southland Mall, A N/A A-Lot-A Sports Cards, 50 N. Outer Dr., Vienna, OH 44473. PH: 216-394-2831.

**ELMHURST, ILL.** – June 24 – Elmhurst Comic Book & Baseball Card Show (C, Cd), American Legion, 210 W. Butterfield. A $1. Graham Crackers Cards & Comics, 214 S. Washington, Naperville, IL 60540. PH: 355-4310 or 968-5250.

**INDIANAPOLIS, IND.** – June 29-July 1 – Inconjunction 4 (SF), Airport Hilton Inn. A $9 until April 1, $12 until June 15, $15 after. Inconjunction 4, PO Box 24403, Indianapolis, IN 46224.

**ELMHURST, ILL.** – Aug. 19 – Elmhurst Comic Book & Baseball Card Show (C, Cd), American Legion, 210 W. Butterfield. A $1. Graham Crackers Cards & Comics, 214 S. Washington, Naperville, IL 60540. PH: 355-4310 or 968-5250.

**NAPERVILLE, ILL.** – Sept. 21-23 – Spycon II (U N C.L.E.). Sheraton-Naperville, 1801 N. Naperville Blvd., A $10 until April 30, $13 until Sept. 10, $15 at door. T- 20: F, $30. Susan Cole, 2710 Rohl Wng Rd., Rolling Meadows, IL 60008.

**ELMHURST, ILL.** – Sept. 23 – Elmhurst Comic Book & Baseball Card Show (C, Cd), American Legion, 210 W. Butterfield. A $1. Graham Crackers Cards & Comics, 214 S. Washington, Naperville, IL 60540. PH: 355-4310 or 968-5250.

**CLEVELAND, OHIO** – Oct. 13 – Saturday's Child Comics-Nostalgiafest Show (C). The Somerset Inn, Jct. 8, 422 & 43, 11 a.m.-6 p.m., A $1.50. Joe Tricanchi, 2520 Ashurst, Cleveland, OH 44118. PH: 216-932-8596.

## MIDDLE ATLANTIC

**STATES IN REGION:** Del., Md., N.C., S.C., Va., W. Va. and Wash. D.C.

**GREENSBORO, N.C.** – April 28-29 – MiniCon (C), Four Seasons Mall; A free, F $50. H Shelton Drum, 1214 Thomas Ave., Charlotte, NC 28205. PH: 704-375-7462.

**LENOIR, N.C.** – May 12 – Catawba Valley Comics Con (C), Holiday Inn, Hwy. 321, A $1. D.W. Howard, 38 Wall St., Asheville, NC 28801. PH: 704-254-2103.

**WHEATON, MD.** – May 19 – Comic Convention (C), Best Western Hotel, University Blvd. & Veirs Mill Rd., A+ N/A. Jubilee, 11910 Asbury Dr., Ft. Washington, MD 20744.

**ASHEVILLE, N.C.** – June 9-10 – Skycon 4 (C, Sf), Inn on the Plaza, I-240, Downtown, A $3. D.W. Howard, 38 Wall St. Asheville, NC 28801. PH: 704-254-2103.

**CHARLOTTE, N.C.** – June 30-July 1 – Heroes Convention (C), Holiday Inn Woodlawn, A $5. F $60. H. Shelton Drum, 1214 Thomas Ave., Charlotte, NC 28205. PH: 704-375-7462.

**BALTIMORE, MD.** – Aug. 17-19 – Fanex '84 (Sf, M), Hyatt Regency, A $15, under 12 $6, under 5 free, T- 90, F $45. Fanex, PO Box 28282, Baltimore, MD 21234.

## MOUNTAIN

**STATES IN REGION:** Ariz., Colo., Idaho, Mont., Nev., N.M., Utah and Wyo.

**VAIL, COLO.** – May 4-6 – Colorado Mountain Con (Sf), Cascade Village, A $8 before April 1; Stan Gardner, Colorado Mountain Con, Box 541, Leadville, CO 80461. PH: 303 486-9016.

**ALBUQUERQUE, N.M.** – May 12-13 – Nostalgia Con '84 (C), Winrock Inn, I-40 at Louisiana, A $5 in advance, $8 at door. Jim Brazell, 1329 Lucretia SW, Albuquerque, NM 87105. PH: 505-836-1077.

**DENVER, COLO.** – June 23-24 – Colorado Comic Art Convention (C), Auraria Student Center, 955 Lawrence St., A $5 per day, $7.2 days. Dan Mares, PO Box 28150, Sta. 16, Lakewood, CO 80228. PH: 303-989-3392.

**LAS VEGAS, NEV.** – Aug. 11-12 – Paper Americana, Movie & Advertising Collectible Show (C, Cd), MGM Grand.


AH, SO! YOU ARE SURPRISED I SPEAK YOUR LANGUAGE!

MANGA! MANGA!
*The World of Japanese Comics*

An entire genre of dynamic comics comes crashing through the language barrier in this fascinating 260-page book *all in English!* Hundreds of illustrations and photos! Hardcover with 8 pages in color. The Japanese cartoonists have already influenced ours. Frank Millers' *Ronin* is a good example. Cat Yronwode gave this book an incredibly good review. Find out why! *Only $19.95 for a trip abroad! Order today!*

CATALOG-2500 Items
Send $1 for our complete catalog listing many hard-to-find Japanese comics like Astroboy, Crusher Joe and a selection of Yamato publications

**BUD PLANT INC.** P.O. Box 1886COL, Grass Valley, CA 95945 • *The Leader in Fantasy & Comic Art!*

# OUR 10TH ANNIVERSARY!

## THE ATLANTIS FANTASY FAIR

ATLANTIS

AUGUST 3-5
OMNI HOTEL &
WORLD CONGRESS CENTER
THE SOUTH'S LARGEST
CONVENTION FOR
COMICS FANS!

Guests
AL WILLIAMSON
DERM WRIGHTSON
HOWARD CHAYKIN
MIKE GRELL
JOE STATON
RICK OBADIAH
MARV WOLFMAN
DICK GIORDANO
LEN WEIN
CURTIS CLARKSMINT
ARCHIE GOODWIN
BOB MILLIOTI
JO DUFFY
STEVE SAFFEL
LAURIE SUTTON
RICHARD PINI
DEAN MULLANEY
CAT YRONWODE
BILL BLACK
ROD WHIGHAM
KENNETH SMITH
DON THOMPSON
ROBERT BLOCH
LARRY NIVEN
HOWARD WEINSTEIN
FORREST ACKERMAN
Just Added:
BILL SIENKIEWICZ
TIMOTHY TRUMAN

Events Include:
PANELS & TALKS
20 FANTASTIC FILMS
COSTUME CONTEST
ART SHOW
AMATEUR FILM FESTIVAL
STAR TREK EVENTS & SHOWS
FANSY GLOMING
DRAW-OFF
GIGANTIC DEALERS ROOM
and much more!

epic ILLUSTRATED

EPIC Editor Archie Goodwin will be looking for the best SF & fantasy w/ new talent! The winners will be published in a future issue of EPIC ILLUSTRATED!
The Omni Hotel (part of a futuristic, climate-controlled mini-city) offers a special rate for our members of only $49 for 1-4 people! Advance memberships are just $19 for all 3 days until 6/30, and there are special discounts for Clubs and large families! To order or for our free Progress Report, write to P O Box 566, Dept. C, Marietta, GA 30061 & include SASE. Or call (404) 425-8095 (no collect)
At the door memberships are $25 for all 3 days, $17 for Sat. & Sun., and $9 for Sunday only
TOO MUCH TO COVER IN ONE AD —
SEND FOR OUR FREE 16 PG. PROGRESS REPORT!


Hotel, Las Vegas Blvd , A $1.50 The Show Factory, Box M33-8, Big Bear Lake, CA 52315. PH 714-866 8709

## NEW ENGLAND

**STATES IN REGION:** Conn., Maine, Mass., N.H., R.I and Vt.

**HARTFORD, CONN.** — April 29 — Connecticut Comic Convention (C), East Hartford Elks Hall, 148 Roberts St., 11 a.m.-5 p.m., A $99; T 40, F $15, Harold E Kinney, RFD 1, Box 218A, Andover, CT 06232. PH 289-1208

**PORTSMOUTH, N.H.** - May 5 - Portsmouth Mini-Con II (C), Howard Johnson's, Traffic Circle, A $1.50. Ralph Dibernardo PO Box 4516, Portsmouth, NH 03801 PH 436-2543

**WEST HAVEN, CONN.** – May 27 – West Haven Baseball Card Show (C, Cd), Knight's of Columbus Hall, 263 Center St., 10 a.m.-4 p.m., A $2 donation, under 12 $1, Harold Finer, 83 April St., West Haven, CT 06516 PH 203-933-3489

**HARTFORD, CONN.** – June 24 – Connecticut Comic Convention (C), East Hartford Elks Hall, 148 Robert St., 11 a.m.-5 p.m., A $99; T 40, F $15, Harold E Kinney, RFD 1, Box 218A, Andover, CT 06232. PH 289-1208

**HANOVER, MASS.** – June 28-July 1 – Collector-Mania Convention (C, Cd), Hanover Mall, Off Rt 3, 9.30 a.m.-9.30 p.m., A free, Tilton, 2500 Hollywood Way, PO Box 423, Lynn MA 01902. PH 617-592-1378

**WEST HAVEN, CONN.** – July 15 – West Haven Baseball Card Show (C, Cd), Knight's of Columbus Hall, 263 Center St., 10 a.m.-4 p.m., A $2 donation, under 12 $1, Harold Finer, 83 April St., West Haven, CT 06516 PH 203-933-3489

**HARTFORD, CONN.** – Aug. 12 – Connecticut Comic Convention (C). East Hartford Elks Hall, 148 Roberts St., 11 a.m.-5 p.m., A $99; T 40, F $15. Harold E Kinney, RFD 1, Box 218A, Andover, CT 06232. PH 289 1208

**WEST HAVEN, CONN.** – Sept. 16 – West Haven Baseball Card Show (C, Cd), Knight's of Columbus Hall, 263 Center St., 10 a.m.-4 p.m., A $2 donation, under 12 $1, Harold Finer, 83 April St., West Haven, CT 06516 PH 203-933-3489

## NORTHEAST

**STATES IN REGION:** N.J., N.Y. and Pa.

**PITTSBURGH, PA.** – April 28-29 – Steel City Con 6 (C, Cd, M), Duquesne University, 600 Forbes Ave., 10 a.m. p.m., A free, F $50. Jack McGonigle, Box 64, Harmony, PA 16037. PH 412 452-6669

**ITHACA, N.Y.** – April 28-29 – Ithacon 9 (C), Ramada Inn, 222 S. Cayuga, A $3 50. Comic Book Club of Ithaca, PO Box 701, Ithaca, NY 14851

**NEW YORK, N.Y.** – April 29 – Sypcon (C, M, SF), Studio 54, 254 W. 54th St., A $6, under 12 $4, Jonathan N. Harris, 319 W. 18th St., New York, NY 10011 PH 212-243-8090

**HAZLET, N.J.** – April 29 – Jersey Shore Comic Convention (C), Sheraton Inn, Garden State Parkway Exit 117, Rt. 35 South, A $1. T 22, F $25. Mike Grecco, Collector's Corner, PO Box 189, Atlantic Highlands, NJ 07716 PH 201-291-1622

**SYRACUSE, N.Y.** – May 4-6 – Onocon '84 (SF), Sheraton Inn, Convention Center Seventh North & Electronics Pkwy., A N/A SASE, Onocon '84, PO Box 305 Syracuse, NY 13208

**HARRISBURG, PA.** - May 6 – Comic Convention (C), Holiday Inn, 23 S. Second St., A N/A Jubilee, 11910 Asbury Dr., Ft Washington, MD 20744

**HAUPP, N.Y.** - May 6 - Nostalgia Comic Book & Baseball Card Show (C, Cd), Ramada Inn, 3 Vets Hwy., 10 a.m.-4 p.m., A 90¢, Dennis Petilli, 306 Terry Rd., Smithtown, NY 11787 PH 516-724 7422 or 516-582-3600 (day of show)

**BAYSIDE, QUEENS, N.Y.** – May 12 – Baseball Card & Comic Book Show (C, Cd), Adria II Conference Center, 221-17 Northern Blvd., 10 a.m.-5 p.m., A free, Steve Sabow, 217-15 47 Road, Bayside, NY 11361 PH 212-631-2025 or Mitch Nat, 200-34 45 Drive, Bayside, NY 11361 PH 212-224-9699

**ALBANY, N.Y.** – May 12-13 – AlbanyCon-Comic Fandom Convention (C), Holiday Inn, 1614 Central Ave., 11 a.m.-6 p.m., A $3.50 Ted Hunter, PO Box 248, Central Park Sta., Buffalo, NY 14215 PH 716-897-0644

**ROCKVILLE CENTRE, N.Y.** – May 13 – Long Island Comic Book & Collector's Market Convention (C, Cd, M), Holiday Inn, 173 Sunrise Hwy., 10 a.m.-6 p.m., A free, Cosmic Comics & Books, 139 N. Park Ave., Rockville Centre, NY 11570 PH 516-763-1133

**PARAMUS, N.J.** – May 16-19 – Antique & Nostalgia Show (C, Cd), Fashion Center, Rt. 17, Weds.-Fri. 10 a.m.-9.30 p.m., Sat. 10 a.m.-6 p.m., A $3, Gloria Rothstein Shows, 13 Chatham St., Suffern, NY 10901 PH 914 357 9410

**LEVITTOWN, PA.** – May 18-20 – 2nd Annual Comic Book Convention (C), 1-95 Marketplace, US 1 & Rt. 413, A free Bunny Sales, 3144 Bridgeport Rd. Lawrence, PA 19056 PH 750 1877 or 757-7494

**BUFFALO, N.Y.** – May 18-20 – Comic Book & Baseball Card Show, Eastern Hills Mall, A N/A, A-Lot-A Sports Cards, 50 N. Outer Dr., Vienna, OH 44473 PH 216-394-2831

**BELLMORE, N.Y.** – June 2 – Shorcon II (C, SF), Bellmore Methodist Church, 2474 Bedford Ave., 11 a.m.-5 p.m., A $5. Long Island SF Soc., PO Box 275, Merrick, NY 11566

**BAYSIDE, QUEENS, N.Y.** – June 9 – Baseball Card & Comic Book Show (C, Cd), Adria II Conference Center, 221-17 Northern Blvd., 10 a.m.-5 p.m., A free Steve Sabow, 217-15 47 Road, Bayside, NY 11361. PH: 212-631-2025 or Mitch Nat, 200-34 45 Drive, Bayside NY 11361 PH 212 224-9699

**ROCKVILLE CENTRE, N.Y.** – June 10 – Long Island Comic Book & Collector's Market Convention (C, Cd, M), Holiday Inn, 173 Sunrise Hwy., 10 a.m.-6 p.m., A free Cosmic Comics & Books, 139 N. Park Ave., Rockville Centre, NY 11570 PH 516-763-1133

**MONROEVILLE, PA.** – June 16 – Comic Convention (C), Howard Johnsons, Rts. 48 & 22, A N/A, Jubilee, 11910 Asbury Dr., Ft. Washington, MD 20744

**NEW YORK, N.Y.** – June 23-24 – Dimension Convention (C), Penn Station Centre, 7th Ave. & 32nd St., A $10 Sat., $8 Sun. Jon Estren, PO Box 400, Bronx, NY 10471. PH 212-796-6275

**BAYSIDE, QUEENS, N.Y.** – July 14 – Baseball Card & Comic Book Show (C, Cd), Adria II Conference Center, 221-17 Northern Blvd., 10 a.m.-5 p.m., A free Steve Sabow, 217-15 47 Road, Bayside, NY 11361. PH: 212-631-2025 or Mitch Nat, 200-34 45 Drive, Bayside, NY 11361 PH 212-224-9699

## PACIFIC

**STATES IN REGION:** Alaska, Calif., Hawaii, Ore and Wash.

**LOS ANGELES, CALIF.** - May 6 – Los Angeles Comic Book & Science Fiction Convention (C, SF), Ambassador Hotel, 3400 Wilshire Blvd, A $1.50. Bruce Schwartz, 921 N Gardner, Apt. 9, Los Angeles, CA 90046

**CULVER CITY, CALIF.** – May 6 – Paper & Movie Collectibles & Memorabilia Show (C, Cd, M), Veterans Memorial Bldg., 4117 Overland Ave., 10 a.m.-5 p.m., A $2.50. Douglas Wright, PO Box 69308, Los Angeles, CA 90069 PH 213-656-5470

**PORTLAND, ORE.** – May 6 – Phoenix II (C), Memorial Coliseum, NE Broadway & Wheeler, A $1. Richard Finn, 1112 NE 21st, Portland, OR 97232 PH 502-281-1821

**BURBANK, CALIF.** – May 20 – Valley Comic Con (C), Airport Hilton, 2500 Hollywood Way, 10 a.m.-4 p.m., A $1. Don Lazarus, 10214 Riverside Dr., North Hollywood, CA 91602 PH 213-766-4216

**LOS ANGELES, CALIF.** – June 3 – Los Angeles Comic Book & Science Fiction Convention (C, SF), Ambassador Hotel, 3400 Wilshire Blvd, A $1.50. Bruce Schwartz, 921 N. Gardner, Apt. 9, Los Angeles, CA 90046

**CULVER CITY, CALIF.** – June 3 – Paper & Movie Collectibles & Memorabilia Show (C, Cd, M), Veterans Memorial Bldg., 4117 Overland Ave., 10 a.m.-5 p.m., A $2.50. Douglas Wright, PO Box 69308, Los Angeles, CA 90069 PH 213-656-5470

**BURBANK, CALIF.** – June 17 – Valley Comic Con (C), Airport Hilton, 2500 Hollywood Way, 10 a.m.-4 p.m., A $1. Don Lazarus, 10214 Riverside Dr., North Hollywood, CA 91602 PH 213-766-4216

**LOS ANGELES, CALIF.** – June 22-24 – ShadowCon VIII (TV, Fantasy), Pacifica Quality Inn, 5249 W Century Blvd., A $15 until Jan. 1 $20 after Barbara Fister-Lutz, 8604 W. Knoll Dr., North Hollywood, CA 91605 PH 312 447-3317

**SAN DIEGO, CALIF.** – June 26-27 – Comic Book Expo '84 (C). Hotel San Diego, 339 W Broadway, A $20 until June 1, $25 after, Lisa Lange, 4545 42nd Place Comic-Con, PO Box 17066, San Diego, CA 92117

**SAN DIEGO, CALIF.** – June 28-July 1 – San Diego Comic-Con (C), Convention & Performing Arts Center, 2nd & B Sts., A $15 until Jan. 31, $20 until May 31, $25 after. Lisa Lange, 4545 42nd Place, PO Box 17066, San Diego, CA

**PORTLAND, ORE.** – June 29-July 3 – Westercon 37 (SF), Marriott Hotel, 1401 SW Front, A $15 until Dec. 31, $20 after. Westercon 37, PO Box 16155 Portland, OR 97216 PH 503-761-8768

**LOS ANGELES, CALIF.** – July 1 – Los Angeles Comic Book & Science Fiction Convention (C, SF), Ambassador Hotel, 3400 Wilshire Blvd, A $1.50 Bruce Schwartz, 921 N Gardner, Apt. 9, Los Angeles, CA 90046

**CULVER CITY, CALIF.** – July 1 – Paper & Movie Collectibles & Memorabilia Show (C, Cd, M), Veterans Memorial Bldg., 4117 Overland Ave., 10 a.m.-5 p.m., A $2.50 Douglas Wright, PO Box 69308, Los Angeles, CA 90069 PH 213-656-5470

**SAN JOSE, CALIF.** – July 3-5 – Tymecon '84 (DW), Santa Clare Hilton, 302 South Market St., A $15 until April 1 $20 until June 1, $25 after at Tymecon '84, 1025 Jefferson St., Santa Clara, CA 95051

**LOS ANGELES, CALIF.** - Aug. 5 – Los Angeles Comic Book & Science Fiction Convention (C, SF), Ambassador Hotel, 3400 Wilshire Blvd, A $1.50 Bruce Schwartz, 921 N Gardner, Apt. 9, Los Angeles, CA 90046

**CULVER CITY, CALIF.** – Aug. 5 – Paper & Movie Collectibles & Memorabilia Show (C, Cd, M), Veterans Memorial Bldg., 4117 Overland Ave., 10 a.m.-5 p.m., A $2.50. Douglas Wright, PO Box 69308, Los Angeles, CA 90069 PH 213-656-5470

**SACRAMENTO, CALIF.** - Aug. 18 – Collectors Convention (C), Quality Inn, 1300 Jay St., A $3.50. Dan Vado, PO Box 6993, San Jose, CA 95150. PH. 408 297-9070 or 279-8070

**ANAHEIM, CALIF.** – Aug. 30-Sept. 3 – LA Con II, 42nd World Science Fiction Convention (SF), Convention Center, A $50 until July 15, $75 after A Con II PO Box 8442, Van Nuys, CA 91409

**LOS ANGELES, CALIF.** – Sept. 2 – Los Angeles Comic Book & Science Fiction Convention (C, SF), Ambassador Hotel, 3400 Wilshire Blvd, A $1.50. Bruce Schwartz, 921 N Gardner, Apt. 9, Los Angeles, CA 90046

**CULVER CITY, CALIF.** – Sept. 2 – Paper & Movie Collectibles & Memorabilia Show (C, Cd, M), Veterans Memorial Bldg., 4117 Overland Ave., 10 a.m.-5 p.m., A $2.50. Douglas Wright, PO Box 69308, Los Angeles, CA 90069 PH 213-656-5470

**LOS ANGELES, CALIF.** – Oct. 7 - Los Angeles Comic Book & Science Fiction Convention (C, SF), Ambassador Hotel, 3400 Wilshire Blvd, A $1.50. Bruce Schwartz, 921 N. Gardner, Apt. 9, Los Angeles, CA 90046

**CULVER CITY, CALIF.** – Oct. 7 – Paper & Movie Collectibles & Memorabilia Show (C, Cd, M), Veterans Memorial Bldg., 4117 Overland Ave., 10 a.m.-5 p.m., A $2.50. Douglas Wright, PO Box 69308, Los Angeles, CA 90069 PH 213-656-5470

## PLAINS

**STATES IN REGION:** Iowa, Kan., Minn., Mo., Neb., N.D. and S.D.

**MARSHALLTOWN, IOWA** - April 1 - Comic Book, Baseball Card & Record Show (C, Cd), Best Western Regency Inn, Rt. 30, 10 a.m.-3 p.m., A free

**MINNEAPOLIS, MINN.** – April 20-22 – Minicon '84 (SF), Learnington Hotel Minicon, PO Box 2128, Loop Station, Minneapolis, MN 55402

**OMAHA, NEB.** – April 27-29 – ConTretemps 3 (C, SF), A: N/A, Con

Tretemps 3, PO Box 12422, Omaha, NE 68112

**DES MOINES, IOWA** – May 12 . Marketplace IV (C. Cd. R. DW), Oliver Plaza, 2445 Euclid A- 50d. Mark Metz 6223 Forest Des Moines, IA 50311 PH 515-277-5721

**SIOUX FALLS, S.D.** – June 2-3 – Dakotoacon '84 (C, Cd & SF), Ramada Inn, 2400 N. Louise. Sat. 10 a.m -10 p.m., Sun 11 a.m -6 p.m. A $1 Stevie Rogers, 415 N. Jaumia St., Mitchell, SD 57301 PH. 605-996-2701

**DULUTH, MINN.** – June 17 – Twin Ports Collectors Convention (C, Cd), Radisson Hotel Ballroom, 5th Ave. W & Superior St. A, T, T. 25 F $25 Aaron B. Davis, 101 E. Superior St., Duluth, MN 55802 PH 218 727-9551

**ST. LOUIS, MO.** – July 27-29 Archon 8 (C, SF, F), Henry Vill Inn & Lodge, 4690 N. Lindbergh Blvd. A $15 until May $20 after Jim Balke, PO Box 50125, St. Louis, MO 63105 PH. 314-773-3432 or Genie Yaffe PH. 314-862-3970

## SOUTH CENTRAL

**STATES IN REGION:** Ark., La., Okla. and Tex

**TULSA, OKLA.** – April 14 – Tulsa Baseball Card & Comic Book Show (C, Cd, Sf), Ramada Inn, 4528 E. Skelly Dr. 9 a.m.-6 p.m.; A $1 John A. McMahan, PO Box 904122, Tulsa, OK 74105

**LUBBOCK, TEX.** – May 20 – Comic Book & Baseball Card Convention (C, Cd), Lubbock Hilton, 6th St. & Avenue Q, 10 a.m.-4 p.m. A $1 PH 806-796-2969

**HOUSTON, TEX.** – June 7-10 – Houston-Con (C. ST), SW Hilton Hotel. SW Frwy. at Hillcroft A. N/A. Houston Con, 11333 Chimmney Rock Houston, TX 77035

**DALLAS, TEX.** – July 6-8 – Fantasy Fair (C, Sf, M), Holiday Inn Crowne Plaza, LBJ at Midway A N/A Bulldog Productions PO Box 820488, Dallas, TX 75382

**HOUSTON, TEX.** – July 27-29 – Comaldar '84 (C), Ramada Hotel NW, 2900 at 610. A N/A. Southwest Conventions, 1103 W. Tri-Oaks #181, Houston, TX 77043

**KENNER, LA.** – Aug. 10-12 – Vul-Con 10 1/2 (C), Airport Hilton, A N/A PO Box 808/, New Orleans, LA 70161

**AUSTIN, TEX.** – Aug. 30-Sept. 2 – 1st Official Lone Star Science Fiction Convention (Sf), A $25 FACT, PO Box 9612, Austin, TX 78766

## SOUTHEAST

**STATES IN REGION:** Ala., Fla., Ga., Miss. and Tenn.

**ORLANDO, FLA.** – April 29 – Orlando Collectors Mini-Con (C, Sf), University Quality Inn, 11731 E. Colonial Dr., A $1

**AUGUSTA, GA.** – May 19-20 – MiniCon (C), Regency Mall, A. free, F $40 H. Shelton Drum, 1214 Thomas Ave., Charlotte, NC 28205 PH. 704 375 7462

**ORLANDO, FLA** – June 9 – Orycon One SF Festival (C, Sf) Junior Achievement Bldg., Loch Haven Park A $4 Tom Heckel, ESS EFF LTD., 2575 SR436, #1712, Winter Park, FL 32792

**MIAMI, FLA.** – June 16-17 – Trekon '84 (ST), Holiday Inn, Biscayne, 112th St. at Biscayne Blvd. A- $10 Trekon '84, 1788 NE 163rd St., N. Miami Beach, FL 33162 PH 305-885-1038

**CHATTANOOGA, TENN.** – June 21-24 – Deepsouthcon (Sf), Readhouse Hotel. A $15 until June 1, $20 after, F $20 COSC. Irvin Koch, 835 Chattanooga Bk. Bldg. Chattanooga, TN 37402 PH. 404-767-7360 (SASE).

**ATLANTA, GA.** – Aug. 3-5 – Atlanta Fantasy Fair 10 (C, F), Omni Hotel & World Congress Center, Marietta St. & International Blvd., A $19 until June 30, $25 at door Lamar Waldron, PO Box 566, Marietta, GA 30061 PH 404-425 8095

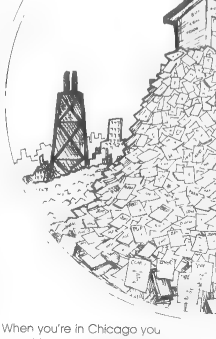
## CANADA

**WINNIPEG, MANITOBA** – May 18-20 – Keycon '84 (C), Delta Winnipeg Hotel, 288 Portage Ave. A $15 until April 15, $20 at door Keycon, PO Box 165, Westwin PO, Winnipeg, Manitoba, CANADA R2R 0T0

## FOREIGN

**BRIGHTON, ENGLAND** – April 20-23 – Seacon '84 (Sf), Brighton Metropole, A 7 pounds. Pauline Morgan, 321 Sarehole Rd., Hall Green, Birmingham B28 0AL, England


# Atop The Comic Heap In Chicago




When you're in Chicago you owe it to yourself to visit any of the 2 Moondog's comic shops.

We're located a mere 15 minutes from O'Hare Airport in Chicago's beautiful northwest suburbs.

We carry all the "Direct Only" comics in addition to the Mainline Marvels and DC's

We pay top dollar for quality collections of old comics. Make sure you get our offer

"The Midwest's Finest Shops"

# MOONDOG'S

139 W. Prospect Ave
Mt. Prospect, Ill. 60056
(312) 398-6060

1403 W. Schaumburg Rd
Schaumburg, Ill. 60194
(312) 529-6060


## PRICES

### (Continued from Page 88)

111 DC/Sby/TA, A– Beast, Mesmero, Mag pnbs . . . . . 12.50
112 GP/JB/Sby/TA, A– Beast. . . . . 12.50
113 Sby/BL, A– Lilandra, Magneto & Storm . . . . . 12.50
114 Sby/TA, A– Lilandra, Sauron . . . . . 12.50
115 Sby/TA, A– Ka-Zar . . . . . 12.50
116 Sby/TA, A– Ka-Zar . . . . . 10.00
117 DC/Sby/TA, O– Prof. X, Storm . . . . . 10.00
118 Sby/DC/TA, I– Marko . . . . . 10.00
119 Sby/TA/DC, Banshee . . . . . 10.00
120 Sby/TA, I– Alpha Flight . . . . . 20.00
121 DC/Sby/TA, A– Alpha Flight . . . . . 20.00
122 DC/Sby/TA, I– Hellfire Club . . . . . 10.00
123 Sby/TA, I– Proteksmen . . . . . 7.00
124 DC/Sby/TA, A– Magneto, Hulk, Arcade . . . . . 7.00
125 DC/Sby/TA, I– Black Queen . . . . . 7.00
126 DC/Sby/TA, A– Havok . . . . . 7.00
127 Sby/TA, A– Havok . . . . . 7.00
128 Sby/GP/TA, A– Proteus . . . . . 7.00
129 Sby/TA, I– Kitty Pryde . . . . . 10.00
130 JR/Sby/TA, I– Dazzler . . . . . 10.00
131 Sby/TA, A– Dazzler . . . . . 5.00
132 133 Sby/TA, A– Angel . . . . . 5.00
134 Sby/TA, A– Hellfire Club . . . . . 5.00
135 Sby/TA, A– Silver Surfer . . . . . 5.00
136 Sby/TA, A– Dark Phoenix . . . . . 5.00
137 Sby/TA, O– Phoenix . . . . . 7.00
138 Sby/TA, I– Cyclops . . . . . 5.00
139 Sby/TA, Alpha Flight . . . . . 2.50
140 Sby/TA, A– Wendigo . . . . . 6.50
141 142 Sby/TA, A– Evil Mutants . . . . . 3.00
143 Sby/TA, A– Mariko . . . . . 3.00
144 BA, A– Man Thing . . . . . 2.00
145 DC, A– Dr. Doom . . . . . 2.00
146 147 DC, A– Dr. Doom, Arcade . . . . . 2.00
148 DC, A– Caliban . . . . . 2.00
149 DC, A– Magneto . . . . . 2.00
150 DC, A– Magneto . . . . . 2.50
151 DC/BMc, A– Sentinels . . . . . 1.75
152 BMc, A– White Queen . . . . . 1.75
153 DC, A– Bantf . . . . . 1.75
154 DC, A– Corsair . . . . . 1.75
155 DC, A– Deathbird, Tigra . . . . . 1.75
156 DC, A– Starjammers . . . . . 2.00
157 DC, A– Deathbird . . . . . 1.50
158 DC, A– Rogue, Mystique . . . . . 1.50
159 DC, A– Dracula . . . . . 2.00
160 BA, A– Belasco . . . . . 1.50
161 DC, A– Magneto . . . . . 1.50
162 163 DC, A– Brood . . . . . 1.50
164 DC, A– Brood I– Beary . . . . . 1.75
165 PS, A– Wendigo . . . . . 2.50
166 PS, A– Brood, Beary . . . . . 2.50
167 PS, A– New Mutants . . . . . 2.50
168 PS, – Madeyne Pryor . . . . . 1.50
169 170 PS, A– Angel . . . . . 1.50
171 WS, I– Rogue . . . . . 2.50
172 PS, M– Wolverine/Marko . . . . . 1.50
173 PS, – . . . . . 1.00
174 PS, romance . . . . . 1.00
175 PS, A– Phoenix . . . . . 2.00
176 JR2 – honeymoon . . . . . 1.00
177 JBz, Rogue, Evil Mutants . . . . . 1.00
179-181 . . . . . .75
Annual #1 rep – X-Men 9, 11 . . . . . 12.00
Annual #2 rep – X-Men 22, 23 . . . . . 12.00
Annual #3 FM/GP/TA, I– Arkon . . . . . 4.00
Annual #4 JR 2/BMc, A– Dr. Strange . . . . . 4.00
Annual #5-BA/BMc, A– Fantastic Four . . . . . 2.00
Annual #6-BSz, A– Dracula . . . . . 3.00
Annual #7-MG, Impossible Man . . . . . 1.00

**GIANT SIZE**

#1-GK/DC – New X-Men . . . . . 70.00
#2-GK/NI rep . . . . . $12.00

**X-MEN CLASSICS**

1-2 reprint . . . . . 2.00

**X-MEN/MICRONAUTS**

1 BG Limited Series . . . . . 1.50
2-4 . . . . . 1.00

**ARCHIE ADVENTURE**

**BLACK HOOD**

1-3 ATh/GM . . . . . $1.00

**BLUE RIBBON**

1-3 . . . . . $1.50
4-7 . . . . . .75

**COMET**

1-2 CI . . . . . $1.00

**FLY**

1 RR . . . . . $1.25
2-6 RB/SD . . . . . 1.00

**THE MIGHTY CRUSADERS**

1 RB/ Mighty Crusaders . . . . . $1.50
2-4 RB . . . . . 1.50
5-6 RB . . . . . .75

**ORIGINAL SHIELD**

0 1 . . . . . $1.00

**STEEL STERLING**

1 . . . . . $1.50
2-5 . . . . . .75

**THUNDER BUNNY**

1 . . . . . $1.00

**CAPITAL**

**BADGER**

1 . . . . . $2.00
2-3 . . . . . 1.75

**NEXUS**

1-5 . . . . . $1.75

**WHISPER**

1 . . . . . $1.75

**EAGLE**

**JUDGE DREDD**

1 BB . . . . . $1.50
2-6 BB . . . . . $1.00

**ROBO HUNTER**

1 . . . . . $1.00

**ECLIPSE**

**MISTROVIK TALES**

1-4 . . . . . $1.50

(Continued on Page 95)

# Mike Redfern Sales

**BOX 441 WISHRAM WA. 98673**

WE ARE PLEASED TO OFFER A SELECTION
OF HIGH INVESTMENT POTENTIAL COMICS
ALL NEWSTAND MINT STOCKED IN DEPTH
Shipping & Insurance : $2.00 plus 2¢ per Comic
Satisfaction garaunteed Order with confidence

**ALPHA FLIGHT**

1 Byrne,.. 2.00
2 Byrne,.. 1.50
3 Byrne,.. 1.00
4 Byrne,.. 1.00
5 Byrne,.. 1.00
6 Byrne,.. 1.00
7 Byrne,.. 1.00
8 Byrne,.. 1.00
9 Byrne,.. 1.00

Set #1-9, $7.50

**X-MEN**

174 ..... 2.00
175 ..... 2.00
176 ..... 1.50
177 ..... 1.50
178 ..... 1.50
179 ..... 1.50

Set #174-9 7.00

**XMEN-MICRONAUTS**

1 ..... 1.50
2 ..... 1.00
3 ..... 1.00
4 ..... 1.00

Set #1-4, $3.25

**THOR**

337 Simonson 8.00
338 Simonson 5.00
339 Simonson 3.00
340 Simonson 2.00
341 Simonson 1.50

Set 337-341 13.50

**DAREDEVIL**

180 Miller,. 3.00
181 Miller,. 4.00
182 Miller,. 2.00
183 Miller,. 2.00
184 Miller,. 2.00
185 Miller,. 1.50
186 Miller,. 1.50
187 Miller,. 1.50
188 Miller,. 1.50
189 Miller,. 1.50
190 Miller,. 1.50
191 Miller,. 1.50
196 Wolver,. 1.50

Set #180-184 9.50
Set #185-191 7.50

**GREEN LANTERN**

144 Steranko 4.00
150 Steranko 1.50

**LEG OF SUP HER.**

292 Giffen 3.50
294 Giffen 3.50
295 Giffen 2.00
296 Giffen 1.50
297 Giffen 1.50
298 Giffen 1.50
299 Giffen 1.50

Set 292-9 11.00

**FLASH**

312 Giffen 3.00
313 Giffen 3.00

**TALES OF NEW TT**

1 Perez,.. 2.00
2 Perez,.. 1.50
3 Perez,.. 1.50
4 Perez,.. 1.50

Set #1-4, $4.50

**BATMAN**

Ann #8 ... 2.50

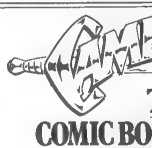
**WARLORD**

Ann #1 ... 2.00

**WHAT IF**

35 Miller, 1.50






# THE LARGEST COMIC BOOK / SCIENCE FICTION STORE IN HOUSTON

**Order from stock of 400,000 comics!**

2001 SOUTHWEST FRWY, (Shepherd at the S.W. Frwy)
HOUSTON, TX 77098
713/529-1387


# Comics Market

**BUY • SELL • TRADE**

## 4000 ANNOUNCEMENTS

**COLLECTORS' CLASSIFIED.** Advertise comics, cards, paperbacks, coins, all collectibles. Monthly since 1975. Sample: 25¢, Classifieds 2¢, five issues, one 50 word ad $1 (outside USA $3). Free ads regularly, display ad discounts, articles. Holbrook, MA. 02343-0347

**DICK TRACY** fans! The Crimestopper's textbook is a fanzine just for you! Send $1 to: Trevor Kimball, 789 East Broadway, Haverhill, MA 01830

**LONGVIEW, TEXAS** - Alan's Comics & Cards. Have 1,000's in stock. New/old/direct. Open every Saturday 9-5. Visa/Mastercharge accepted. PH 214-297-7458. 202 Valentine Ln. #33, Longview, TX.

**DICK TRACY** fans and collectors! The Tracy Tablod is a new "fanzine" devoted to the Dick Tracy enthusiast. Five issue subscription is $10. The Tracy Tablod, 120 Dunn Road, Mt. Carmel, CT 06518

**COMMODORE 64** owners! My comic inventory/investment program keeps track of your collection while storing important cost and value information. It can print data on the entire collection or according to title or publisher. The program costs $5 on cassette or $7 on diskette and comes with complete instructions. Randy Bell, Rt. 1, Branch Rd., Belle, WV 25015.

**POGO FAN** Club being organized. Send SASE for details. P.O. Box 5893, Orange, CA 92667

**STAMP, COIN,** Comic, Baseball Card and Book Advertiser monthly. Subscription, 25 word adv. $2. Box 612-MW, Rogue River, OR 97537

**OHIO, WESTERN** New York, western Pennsylvania, Kentucky, Indiana, Michigan and West Virginia. If you live in these states, take advantage of the accurate, dependable and fast service we can provide on our New Comic Subscription Service. We discount everything. Call 216-845-7040 or for free literature write North Coast Nostalgia, 5853 Ridge Rd., Parma, OH 44129

**WE BUY** DC, Classics, Dell, Gold Key, Marvel & all other brands of comics. PH: 919-683-3244. Books/Records/Comics, 215 North Gregson, Durham NC 27701

## 4005 PERSONALS

**KELLOGG COMIC** pep pins, paying $2 each. John Bragg, 626 Pierce St., Sandusky, OH 44870

## 4100 ARCHIE FOR SALE

**EARLY ARCHIE** series comics for sale including Archie #1 and Pep 22, both Very Fine. Also buying early Archie series comics. For selling list send large SASE with two stamps to: Thurston Bowden, 13083 Casa Linda #31-A, Garden Grove, CA 92644

## 4101 ARCHIE WANTED

**EARLY ARCHIES,** Katy Keene, Digests. Also Millie Model, Patsy Walker, etc. All teen-age comics. Send lists to: Bob Urban, 1500 Chicago Avenue, Evanston, IL 60201

## 4120 CLASSIC FOR SALE

**CLASSICS COMICS**/Classics Illustrated Collection includes originals (nearly all), reprints, special issues, WAU's, Juniors, more! Reasonably priced! Send large SASE for list. Bob Levy, 2456 East 18th Street, Brooklyn, NY 11235

## 4130 DC FOR SALE

**ISSUE NO.'S** May-June 1948 for sale, featuring the "Origin of Superman," fair condition, offers over $7,500. PH: 704-298-0268. Dave Moorefield, 48 Independence Blvd., Asheville, NC 28805

**DC WAR** comics for sale. Over 500 from 1960-1982. Send your wantlists plus SASE to: Danny Bourgeois, Route 8, Box 726, Gonzales, LA 70737

## 4140 DELL/GOLD KEY/WHITMAN FOR SALE

**LULU COMICS** for sale. PH 203-376-3691. Wantlists to: Stu Bryer, Box 186, Jewett City, CT 06351

## 4141 DELL/GOLD KEY/WHITMAN WANTED

**ORIGINAL DELL** comic book display rack with logo. PH 513-233-0716 or write: Bill Knapp, 6620 Greenlee Ct., Huber Heights, OH 45424

## 4150 DISNEY FOR SALE

**DISNEY'S, WAY** Below Guide Over 10,000 in stock Send for free catalog Brett Morse, 22 Jay Drive, North Kingstown, RI 02852

## 4151 DISNEY WANTED

**MICKEY MOUSE,** Donald Duck toys wanted from the 1930th collide, wood, etc. What have you? Price, describe Carl Tenson, R#1, Cumberland, ME 04021

## 4210 MARVEL FOR SALE

**COMIC BOOKS,** 1938-1984 Specializing in Marvel and DC, giant catalog includes Gold and Silver Age. Also Dell, Gold Key Charlton etc. Special sections on BLB's, Weird Tales, Pulps, Burroughs hardbacks, gum cards, collector's magazines and paperbacks Send 25¢ for our giant catalog. Ed Kalb, Box 4111, Mesa, AZ 85201

## 4220 SCIENCE FICTION FOR SALE

**SCIENCE FICTION,** fantasy & horror for sale. Reading & collecting copies. Send wanted list with SASE. PH: 919-683-3244. Books/Records/Comics, 215 North Gregson, Durham, NC 27701.

## 4240 UNDERGROUND FOR SALE

**UNDERGROUND COMIX,** all VF-Mt, 50¢ covers and up. Large selection, thousands in stock. SASE for list Kenneth Ritchie, 2159 New Meadow, Germantown, TN 38138.

## 4261 WESTERN WANTED

**WESTERN COMICS** wanted Western picture stories (golden age) Wham - The Phantom Rider, Western Action Thrillers; Target #1; Smash - The Lone Star Ridger; Outlaws of the Wild West - Avon , Pioneer Western Gariel Saunders, Box 224, Bare Verte, NFLD, Canada A0K 1B0

## 4301 GOLDEN AGE WANTED

**PAYING 75%** of price-guide "Good" prices for the following books in good condition: Superman 10-30; Batman 7-28; Action 25-70; Detective 27-63; Flash; Mac (old) 1-15 Joel Pollack, Box 5243, Takoma Park, MD 20912

**DRUG COMICS** wanted Top dollar for drug story, not mention, comics from 40's & 50's Rick Howsley, S.R. Box 6114, Captain Cook, HI 96704

## 4320 GENERAL FOR SALE

**NON-SPORTS** gum cards by the box $2 and up, 11 different sets $20 ppd. SASE for free listing. Park Nostalgia, P.O. Box 15, Portsmouth, RI 02871.

**PARK NOSTALGIA,** R.I.'s largest comic shop all material discounted 10%-50% Wed. Fri. 10-8, Sat.-Sun. 10-5 PH 401-683-9621 Island Park Flea Market 501 (Rear) Park Ave., Portsmouth, RI 02871

**FREE LIST,** SASE Discounts Ron Guard, 10105 Stern Ave., Cupertino, CA 95014

**MARVEL, DC,** and all other companies, 1930's through 1980's, selling/buying/trading. Send 25¢ for latest list Seth Spivak, P.O. Box 109, Franklin Square, NY 11010

**FREE CATALOG,** 30+ pages, 10,000+ Disney, Western, Horror, Movies, Golden Age and Funny Animal Send 3 20¢ stamps Joe Nacca, 36 Charmwood Road, Pittsford, NY 14534

**PLAYBOY ALL** issues, wall and desk calendars, V.I.P., Show Business illustrated, much more. Also Penthouse. Our and most major magazines as wanted needs of lesser known titles, many as low as 75¢ each Good selection Underground comix SASE for list(s) Kenneth Ritchie 2159 New Meadow, Germantown, TN 38138.

**MARVEL, DC,** Golden Age, Silver Age and more Low prices, accurate grading Write now for free catalog. ESA #1035 Gary Cohn, 143 No. Pennsylvania, Glendora, CA 91740

**75% OFF** on some comics Example: DC presents #26 and New Teen Titans #1 nr. Mt, both only $15. Satisfaction guaranteed Hundreds of all types of comics for sale Send SASE business size with 40¢ postage Free comics with every order Thurston Bowden, 13083 Casa Linda #31-A, Garden Grove, CA 92644

**100 MARVEL/DC** comics $20 SASE for list Don White, 1202 Riverview Lane, Watertown, Wi 53094

**OVER 100,000 Marvel** and DC comics for sale at very low prices! Fast service! Send 25¢ for our complete catalog to: That's Entertainment 151 Chandler St., Worcester, MA 01609

**COMICS, COMICS,** comics I'm selling my entire collection. Send 50¢ (refunde on first order) for list to, Jonesco, P.O. Box 2811, Iowa City, IA 52244

**UNCOMMON OBSCURE** and low priced records, paperbacks, comics, movie material. Bulk discounts Large, detailed catalogue $1 Blue Glade Productions, 14300 John Liggett Drive, Accokeek, MD 20607

**40% OFF** Marvel and DC back issues, 20% of all new comics Write for details (stamp) and also receive our wholesale catalog Buying Rarity Mystery, Marvel/Disney, Human Torch Galaxy Bookstore, 5650 N. Rhett, N. Charleston, SC 29406

**FREE COMIC** catalog DC, Marvel and other titles below Oversized pages WSA #1665 Send large SASE to Al Matrone, 208 Sussex St., Old Forge, PA 18518

## 4321 GENERAL WANTED

**PLAYBOY WANTED** 1953-1963, calendars, V.I.P., SBI, related material Adult mags, pin-up art, scarce U.G. Comix Kenneth Ritchie, 2159 New Meadow, Germantown, TN 38138

# EVERYTHING BELOW GUIDE!!

**ALIEN LEGION**

| | |
|---|---|
| 1 | 3.00 |
| 2 | 1.50 |
| 3 | .75 |
| 3.10 | .60 |

**ALPHA FLIGHT**

| | |
|---|---|
| 1 | 1.50 |
| 2 | .75 |
| 3.10 | .60 |

**CLOAK AND DAGGER**

| | |
|---|---|
| 1 | .90 |
| 2-4 | .60 |

**DAREDEVIL**

| | |
|---|---|
| 174, 175 | 3.50 |
| 176-180 | 1.50 |
| 181 Death of Elektra | 2.25 |
| 182-189 | 1.15 |
| 190 Return of Elektra | 1.25 |
| 191-202 | .75 |
| 203-207 | .60 |
| King-Size 2, 4 | 1.30 |

**FANTASTIC FOUR**

| | |
|---|---|
| 154, 169 | 1.20 |
| 209-216, 218 Byrne Art | 1.25 |
| 217 Dazzler by Byrne | 2.00 |
| 232 Byrne Takes Over | 1.75 |
| 233-235, 237-249 | 1.25 |
| 236 Triple Size Anniv ish | 1.60 |
| 250 | 1.50 |
| 251-260 | .90 |
| 261-266 | .60 |
| F.F. Roast | 1.00 |

**MARVEL UNIVERSE**

| | |
|---|---|
| 2 | 2.50 |
| 6-12 | 1.50 |
| 13-15 | 1.00 |

**NEW MUTANTS**

| | |
|---|---|
| 1 | 1.25 |
| 2, 3 | .80 |
| 4-16 | .60 |

**ROM**

| | |
|---|---|
| 55 | .60 |

**SECRET WARS**

| | |
|---|---|
| 1 | 1.50 |
| 2 | 1.20 |

**THOR**

| | |
|---|---|
| 337 Simonson Begins | 6.50 |
| 338 | 2.25 |
| 339 | 1.00 |
| 340, 341 | .75 |
| 342-344 | .60 |

**VISION AND SCARLET WITCH**

| | |
|---|---|
| 1 | .75 |
| 2-4 | .60 |

**WHAT IF?**

| | |
|---|---|
| 35 Miller Daredevil | 1.00 |

**WOLVERINE**

| | |
|---|---|
| 3, 4 Miller Art | 1.20 |

**X-MEN**

| | |
|---|---|
| 24 | 5.50 |
| 108 Byrne Art Begins | 15.00 |

**X-MEN (Cont.)**

| | |
|---|---|
| 126 | 6.00 |
| 137 Death of Phoenix | 5.00 |
| 143 | 1.80 |
| 144-150 | 1.60 |
| 151-153 | 1.20 |
| 154-164, 166 | 1.25 |
| 165 Paul Smith Art Begins | 2.00 |
| 167-174 | .90 |
| 175 | 1.20 |
| 176-182 | .60 |
| Annual 5, 6 | 1.50 |
| Annual 7 | 1.00 |

All comics are in Near Mint to Mint condition. Add $2.50 for postage. Minimum order $15.00. Return for money back if not satisfied. Money orders can be sent immediately, checks must wait to clear

*Send to:*

**ERIC EVANS**
**530 Woodside Ave.**
**Berwyn, PA 19312**

# BUYING COMICS!

## X-Men

| | |
|---|---|
| 94 | $36.00 |
| 95, 100, 101, 108 | 12.00 |
| 96-99, 109 | 8.00 |
| 102-107, 110, 111 | 5.00 |
| 112-115 | 4.50 |
| 116-119, 122, 130 | 4.00 |
| 120, 121 | 8.00 |
| 123-129 | 3.50 |
| 131-137, 140 | 2.50 |
| 138, 139 | 1.75 |
| 141, 142 | .75 |

## New Teen Titans

| | |
|---|---|
| 1 | 7.50 |
| 2, 4 | 3.50 |
| 3 | 3.00 |
| 5 | 2.25 |
| 6-8 | 1.75 |
| 9, 10 | 1.40 |
| 11-15 | .50 |

## Peter Parker

| | |
|---|---|
| 27, 28, 64 | 3.00 |
| 69, 70 | .60 |

**DC from 1938-1963 in VF to M condition 40-80% guide.**

We are paying the above prices for the listed comics in NM/Mint condition. We will pay half the listed price for comics in Fine condition.

We will send payment within 48 hours of receiving your package. You may send up to 20 copies per issue. Send all packages to:

**DANGER ISLAND COMICS**
**1967 El Dorado Ave., Berkeley, CA 94707**
**(415) 527-2838**

CBG — The Comics Buyer's Guide — Krause Publications

## PRICES

(Continued from Page 93)

**DRAGON'S**

| | |
|---|---|
| 1 | $3.00 |
| 2-5 | 1.75 |
| 6-8 | 1.50 |

**ECLIPSE MONTHLY**

| | |
|---|---|
| 1 SD, KJ | $2.00 |
| 2 SC, KJ | 2.00 |

**JOHN LAW**

| | |
|---|---|
| 1 | $2.00 |

**MS. TREE**

| | |
|---|---|
| 1-3 | $1.00 |
| 4 | 1.50 |

**SABRE**

| | |
|---|---|
| 1-7 | $1.50 |

**SCORPIO ROSE**

| | |
|---|---|
| 1, 2 | $2.00 |

## FIRST

**FIRST COMICS**

| | |
|---|---|
| 1 NC | $3.00 |
| 2-4 HC | 2.00 |
| 5-8 HC | 1.50 |

**E-MAN**

| | |
|---|---|
| 1 2d | $1.50 |
| 2 2d | 1.00 |
| 3-14 | .75 |

**FIRST GRAPHIC NOVEL**

| | |
|---|---|
| 1 Beowulf | $6.00 |

**JON SABLE, FREELANCE**

| | |
|---|---|
| 1 MG | $3.00 |
| 2-4 MG | 2.00 |
| 5-8 MG | 1.50 |
| 9-12 MG | 1.00 |

**MARS**

| | |
|---|---|
| 1 | $2.00 |
| 2-5 | 1.50 |

**STARSLAYER**

| | |
|---|---|
| 9-16 | $1.50 |

**WARP**

| | |
|---|---|
| 1 FB | $2.00 |
| 2 7 FB | 1.50 |

**WARP SPECIAL**

| | |
|---|---|
| 1 | $1.50 |

## PACIFIC

**ALIEN WORLDS**

| | |
|---|---|
| 1 AW/VM/NR | $2.50 |
| 2 3 | 2.00 |
| 4-6 | 1.50 |

**BERNI WRIGHTSON MASTER OF THE MACABRE**

| | |
|---|---|
| 1 BW reprints | $1.50 |
| 2 BW | 1.50 |

**BOLD ADVENTURE**

| | |
|---|---|
| 1 | $1.25 |
| 2 | 1.50 |

**CAPTAIN VICTORY**

| | |
|---|---|
| 1 JK | $2.00 |
| 2 JK | 1.50 |
| 3 JK, I— Ms. Mystic | 1.50 |
| 4-5 JK | 1.00 |
| 6 JK/SD; I— Messng Man | 1.00 |
| 7-9 JK | 1.00 |
| 10-13 | 1.00 |

**DEMON DREAMS**

| | |
|---|---|
| 1 | $1.50 |

**EDGE OF CHAOS**

| | |
|---|---|
| 1 GM Mini Series | 1.00 |
| 1 GM | 1.25 |
| 2-3 GM | 1.00 |

**ELRIC**

| | |
|---|---|
| 1 CR | $2.00 |
| 2-4 CR | 1.50 |

**GROO**

| | |
|---|---|
| 1 SA | $2.00 |
| 2-6 SA | 1.00 |
| 7 SA | 1.50 |

**MS. MYSTIC**

| | |
|---|---|
| 1 NA, Origin | $2.00 |
| 2 NA | 1.50 |

**QUEST**

| | |
|---|---|
| 1 JJ | $1.50 |

**SILVER STAR**

| | |
|---|---|
| 1 JK | $1.50 |
| 2-6 JK | 1.00 |

**SILVERHEELS**

| | |
|---|---|
| 1 | $1.50 |

**SKATEMAN**

| | |
|---|---|
| 1 NA | $1.50 |

**SOMERSET HOLMES**

| | |
|---|---|
| 1 BA | $2.00 |
| 2-3 BA | 1.50 |

**STARSLAYER**

| | |
|---|---|
| 1 MG | $2.00 |
| 2 MG I— Rocketeer | 1.50 |
| 3-5 MG | 1.00 |

**SUN RUNNERS**

| | |
|---|---|
| 1 PB | $2.00 |
| 2 PB | 1.50 |

**THRILLOGY**

| | |
|---|---|
| 1 | $1.50 |

**TWISTED TALES**

| | |
|---|---|
| 1 RCo/AA | $2.00 |
| 2-4 | 1.50 |

**VANGUARD ILLUSTRATED**

| | |
|---|---|
| 1 3 | $1.00 |

**WILD ANIMALS**

| | |
|---|---|
| 1 | $1.50 |

DAVID ANTHONY KRAFT'S

**COMICS INTERVIEW**

Interviews are always the most interesting feature of any magazine about comics -- you probably flip to them first, yourself. Now! At last! A high-quality monthly magazine that interviews today's top talents, yesterday's legendary greats, and all the other people involved in every aspect of comics!

- A FUN - FILLED, INFORMAL MAGAZINE ABOUT THE COMICS FIELD!
- UP TO THE MINUTE, INSIDE-THE-INDUSTRY INFO!
- INTERVIEWS **WITH** THE PROS, **BY** THE PROS!
- PHOTOS GALORE!
- THE KIND OF BEHIND-THE-SCENES EXCLUSIVES ONLY AN **INDUSTRY INSIDER** CAN BRING YOU!
- FULL COLOR COVERS BY SUCH TOP ARTISTS AS **JIM STARLIN, KEITH GIFFEN** AND **FRANK MILLER!**

**MORE INTERVIEWS THAN ANY OTHER MAGAZINE!**

Order From: FICTIONEER BOOKS LTD.
234 Fifth Ave. - Suite 301-CC
New York, NY 10001

☐Send me the next 6 **issues** for only $9 (33% off the cover price!)

☐Send me the next 12 **issues** for $18 (also 33% off!)

OUTSIDE THE USA, $12 FOR 6 ISSUES, $24 FOR 12

NAME _____
ADDRESS _____
CITY _____

*The Great American Tradition . . .*

**Fireworks**

LARGEST ASSORTMENT IN AMERICA

GIANT COLOR CATALOG KIT **$2.00**

Phone 218/482 5595
P.O. Box 26-CC
Columbiana, OH 44408

BLUE ANGEL FIREWORKS

VOID WHERE PROHIBITED

Please send _____catalogs at $2.00 each. (Refundable)

Name _____

Address _____

City _____ State _____ Zip _____

Blue Angel Fireworks Box 26-CC Columbiana, OH 44408

**Christian CARTOONIST**
and Illustrator

Newsletter for artists, collectors, writers, critics, etc. of the illustrated art forms. Special childrens' pull-out section included

**Four issues $5.00**
payable to.

**BOWIE CREATIVE ASSOCIATES**
112 Goulding Ave., Willowdale CBC
Onatrio, M2M 1L4, Canada

Big Savings!
**50%**
**FIGHTERS! REBATES**

Full selection of comics, mags & fanzines. NO Minimums, free bags for your comics, free DC releases, Marvel Age & our own "Hot off the Press" newsletter.

*Write today for more details*

**P.O. Box 851, Cedar Rapids, IA 52406**

**ATTENTION MICROCOMPUTER OWNERS!** Release 2.0 of Comic Collector's System is now available. If you are looking for an inexpensive package to keep track of your comics, then you should check this out. Features include menu-selected programs, data entry programs, maintenance programs (allows changes and deletes), and many different reports on a floppy-based system. Please write for more details. (SASE will speed reply.)

**GREGORY S. DIEHL**
**2561 Hungary Spring Rd. Richmond, VA 23229**

**4322 GENERAL TO TRADE**

**WILL TRADE** our comics for your ball cards, memorabilia, coins, etc. PH. 803-797-2646, no collect calls. Write Swamp Fox Collectibles, # 7 Northwoods Mall, Charleston, SC 29418

**4323 GENERAL MAIL BID**

**MONTHLY AUCTION** catalogue of rare comics, BLB's, Disneyana animation cels and drawings, original comic book and strip art, pulps, movie material, more. 300-400 items each issue, fully illustrated. $1 for current issue to: Collectors Showcase, 6763 Hollywood Blvd., Hollywood, CA 90028

**4400 ORIGINAL ART SALE**

**CARTOON ANIMATION** art - the finest selection of cels, drawings, backgrounds from your favorites Disney, Hanna-Barbara Secret of Nimh and all others! Send for free list Collectors Paradise Gallery P.O. Box 1540, Studio City, CA 91604

**4401 ORIGINAL ART WANTED**

**DICK TRACY** original art wanted. Sundays, Dailies, top dollar paid. Write Stu Bryer, Box 186, Jewett City, CT 06351

**WALT DISNEY** animation artwork wanted! Cels, backgrounds, drawings, etc., etc. Highest prices paid! Send listing with prices or call 818/785-4080. Collectors Paradise Gallery, P.O. Box 1540, Studio City, CA 91604

**4410 BIG LITTLE BOOKS FOR SALE**

**BIG LITTLE** Books, fantastic selection in prime condition, mostly Whitman. Write for free list. PH 213/785-4080. Collectors Paradise Gallery, P.O. Box 1540, Studio City, CA 91604

**4411 BIG LITTLE BOOKS WANTED**

**PAYING 30%-40%** of Lowery for BLB's. PH: 919 683-3244 Books/Records/Comics, 215 North Gregson, Durham, NC 27701

**4413 BIG LITTLE BOOKS MAIL BID**

**COLLECTING SILVER** Age issues. Atom, Flash, Green Lantern, Hawkman, or Mr Mt or MN only, corresponding to Overstreet definitions. Ron Alden, 764 Scotland, South Orange NJ 07079

**4420 BOOKS GENERAL FOR SALE**

**100 FINE** to Mint comic books for only $22. We pay for the postage. The books you will get are Marvel, DC and some from other companys too, but 90 percent of them will be Marvel and DC. Send now to: K and R Comics, 1388 Thomas St., Dubuque, IA 52001

**BOOK "DEAD** At the Take Off" signed first edition by Lester Dent creator of Doc Savage. Best offer. Earl Beckman, La Platta MO 63549

**BUDGET PAPERBACKS** Books. We buy, sell, trade by mail. Free details. Box 128 MW, Gold Hill, OR 97525.

**OVER 8,000** comic books. T. Bowen, P.O. Box 7961, Htgn Wv 25779 7961

**COMIC BOOKS,** Mad Magazine, Doc Savage, The Shadow and many other #1 pulps, TV Avengers items, Sheena British magazines and annuals, TV Guides, Playboys and other adult magazines, Famous Monsters, Castle of Frankenstein, Tarzan, James Bond, UNCLE, I Spy, Sherlock Holmes, Marilyn Monroe Bardot, movie and TV magazines, Wrestling magazines. Dark Shadow paperbacks, gum cards, games and comic boxes. Flash Gordon, original art, radio and serial premiums, gum cards. Big Little Books. 100's of Funnies, paperbacks and hardcover books, Disney, toys, games, movie premiums, posters, lobby card sets, photos, etc. 1935 thru 1984. Catalogues $1 each. Rogofsky, P.O. Box 107-C, Glen Oaks, NY 11004

**TV GUIDES** 1953-84. Every issue available. Any article located. 42 page illustrated catalog $5. TV Guide Specialists, Box 20 CC, Macomb, IL 61455

**4421 BOOKS GENERAL WANTED**

**VINTAGE PAPERBACKS** and pulps wanted. Complete libraries purchased. The Bookie, 145 James Street North, Hamilton, Ontario, Canada L8R 2K8

**4500 SUPPLIES FOR SALE**

**CAP'S COMIC** Cavalcade. Comics, magazines, non-sports and comic bags. Renninger's Antique Market, Kutztown, Penn. Open Saturdays 8:30-5:00

**4600 REPRINTS FOR SALE**

**OVER 100** files of comic and newspaper strip reprint books in stock! Like Tracy, Terry, Yak Dog, Buck, Lady Luck, Spirit, Phantom, Asa, etc. Send 50¢ for illustrated book lists. Ken Pierce. Box 332, Park Forest, IL 60466

**4610 PORTFOLIOS/POSTERS FOR SALE**

**FREE CATALOG** Unicorns, dragons, wizards, SF buttons, stickers, notecards, signs, bookcovers, etc. TK Graphics, Dept. CC, Box 1951, Baltimore, MD 21203

**8X10 MOVIE,** television, soap star photographs. Catalog $1. Wholesale, retail. Special prices for comic and nostalgia dealers (Spree) Madison, NC 27025

**4611 PORTFOLIOS/POSTERS WANTED**

**MOVIE POSTERS** wanted by collector, highest prices paid. Cleveland, Box 51, Wilson, WY 83014.

**4700 TOYS/GAMES FOR SALE**

**"BEST SELECTION** in the Universe", rayguns, robots, sci-fi collectables, models & superhero doll. Catalogs $3 (refundable). Rocketships & Accessories, 623 S. 4th St., Phila., PA 19147.

**DUNE STAR** Trek III! Action figures, vehicles, rayguns & models. Send $1 for illustrated brochure. Rocketships & Accessories, 623 S. 4th St., Phila., PA 19147.

**FOXY IS** a new card game for two. It is simple and easy to learn yet combines the skillful play and finesse of Bridge with the suspense of Hearts! If you want to break the ice with someone, you will enjoy playing Foxy. Rules $1. Shamrock Games, P.O. Box 9010, Peoria, IL 61614-9010.

**TOYS, MODELS,** TV related books and much more. Send for our free list. "That's Entertainment", 151 Chandler St., Worcester, MA 01609.

**4701 TOYS GAMES FOR SALE**

**"CAPTAIN ACTION"** toys, accessories, comics wanted. Jeff Roberts, Box 368, Cassadaga, NY 14718.

**4900 NEWSPAPER—STRIPS FOR SALE**

**2,500 TITLES,** 1895-1983. Send SASE. Gordon Campbell, 1124 Brookmead Dr., Nashville, TN 37204.

**DAILY AND** Sunday, 1895 to 1984. No minimum on order. Send your wantlist and SASE to: Gordon Campbell, 1124 Brookmeade Drive, Nashville, TN 37204.

## ADVERTISERS INDEX


A
Alternate Worlds ..... 5, 97
Atlanta Fantasy Fair ..... 92
B
Blue Angel Fireworks ..... 96
Books Nippan ..... 13
Bowie Creative Associates ..... 96
Bud Plant, Inc. ..... 91
C
Camelot Comics Etc. ..... 94
Comics Buyer's Guide ..... 66
Comics Collector ..... 35, 97
Comics Unlimited ..... 11
D
D.C. Comics Library ..... 9
Danger Island Comics ..... 95
Diehl, Gregory ..... 96
Dimension Convention ..... 23
Disco-Discount Co. ..... 97
E
Evans, Eric ..... 95
F
Fictioneer Books Ltd. ..... 96
First Comics Inc. ..... 3
G
Galaxy Bookstore ..... 97
Geppi's Comic World ..... 96, 99
H
House of Collectibles ..... 2
I
Inflation Fighters ..... 96
M
Marqui Comics ..... 14
Marvel Comics Groupe ..... 100
Moondog's Comics ..... 93
O
Overstreet Publications ..... 22
R
Redfern, Mike ..... 94
S
San Diego Comic Con ..... 14
Skymarc Comics Corp. ..... 17
Stabur Graphics Inc. ..... 97
Styx Comic Service ..... 50, 51
T
Tam-Mar Industries ..... 7
Y
Yesteryear's Collectibles ..... 15



"Letter Cigarette"
14" x 18".
2 Color
*Matted in Russet*
Signed in pencil, limited to 1500.
**Matted — $20.00**

"Sherlock Holmes"
16" x 20".
Full Color
*Matted in Hur Harbor Grey*
Signed in pencil, limited to 1000
**Matted — $25.00**

MY PLAN, SHE SAID, WHAT A SEDUCTIVE CRUTCH!

"**Letter Cigarette**" is an offset lithograph from the original painting which first appeared in Humbug in the mid 50's. The artwork is finely detailed and contains numerous humor items.

This "**Sherlock Holmes**" lithograph is a composition of the early parody "Sherlock Smokes" (early **Mad Magazine**) with "Little Annie Fanny".

**Stabur Graphics offers a silver or black metal Riviera frame for an additional $20.00**

From the pages of **EC Comics, Trump, Humbug, Mad** and **Playboy** ("Little Annie Fanny"). **Stabur Graphics** presents "**WILL ELDER**", one of America's premier humor illustrators.

**STABUR GRAPHICS, INC.,** 23301 Meadow Park, Detroit, MI 48239, (313) 535-0572

Please send the print(s) I have selected below. I have enclosed my check, money order or MasterCard/Visa number for the total amount of the print(s) plus shipping charges.

Name _____ | MasterCard/Visa _____
Address _____ | Expiration Date _____
City _____ | Signature _____
State _____ Zip _____

**"Letter Cigarette" $20.00**
Matted ____ Black Frame ____ Silver Frame ____

**"Sherlock Holmes" $25.00**
Matted ____ Black Frame ____ Silver Frame ____

Shipping Expense: $2.50 for matted prints or $4.00 for framed prints.
Michigan residents must add 4% sales tax. Canadian orders please add 20%.

**MasterCard and Visa orders call (800) 235-6646 ext. 530 — (800) 235-6647 ext. 530 in CA**

We ship via UPS and do not ship to P.O. Boxes, please include a street address.

Galaxy BookStore
Comics Over the Counter
**5650 N. Rhett, N. Charleston, S.C. 29406**
**Lou & Paula Kizer**

(803) 554-4422
PICK UP THE PHONE
GIVE US A CALL!
FOR
- BAGS & BOXES
- ART BOOKS
- PORTFOLIOS
- AND MORE!

★ SUBSCRIPTION SERVICE ★

SAVE! **20%** ON
- NEW COMICS INCLUDING HARD-TO-FIND DIRECT-SALE TITLES!
- MAGAZINES

SAVE! **40%** ON
- COLLECTORS COMICS INCLUDING X-MEN, LEGION NEW TEEN TITANS
- PLAYBOYS

**New, 14th Edition 1984 OVERSTREET PRICE GUIDE**

**ONLY $7.95 postage paid from THE DISCOUNT COMPANY P.O. BOX 700 STEPHENS CITY, VA. 22655**

DOCTOR WHO
**THE "DOCTOR" IS IN!**
For a complete catalog of Dr. Who books and merchandise. Send S.A.S.E. to:
**ALTERNATE WORLDS**
6017 Snowdens Run Rd., Sykesville, MD 21784

## HERE ARE 8 GREAT REASONS TO CHOOSE

# Geppi's Comic Subscription Service

1 FREE plastic bag for each comic ordered or A 10% discount

2 FREE copy of 1985 OVERSTREET PRICE GUIDE with order of just 480 books a year.

3 INSTANT CREDIT.

4 CREDIT CARD PURCHASES WELCOME.

5 LOWEST SHIPPING CHARGES AVAILABLE. FOREIGN RATES AVAILABLE UPON REQUEST.

6 LARGEST SELECTION AVAILABLE from Archie, DC, Eclipse, First, Marvel, Pacific, Whitman, and more.

7 FAST, ACCURATE and DEPENDABLE SERVICE

8 FREE MONTHLY NEWSLETTER

## HERE ARE 480 MORE GREAT REASONS!

**MARVEL COMICS**
_Alpha Flight
_Amazing Spiderman
_Avengers
_Captain America
_Conan
_Conan the King ($1.00)
_Crystar
_Daredevil
_Dazzler
_Defenders
_Dr. Strange
_Eternals
_Fantastic Four
_G.I. Joe
_Incredible Hulk
_Indiana Jones
_Iron Man
_Kitty and Wolverine
_Kull the Conqueror ($1.00)
*_Marvel Age ($.35)
*_Marvel Fanfare ($1.50)
_Marvel Superheroes: The Secret War (75¢)
_Marvel Tales
_Marvel Team-Up
_Micronauts
_Moon Knight
_New Mutants
_Peter Parker
_Powerman and Iron Fist
_Power Pack ($1.00)
_Red Sonja ($1.00)
_Rom
_Star Wars
_The Thing
_Thor
_What If? ($1.00)
_X-Men
**MARVEL MAGAZINES**
_Epic Illustrated
_Marvel Super Special
_Savage Sword of Conan
**MARVEL KIDDIE LINE**
_Planet Terry ($2.50)
_Wally the Wizard (Wally's World) ($.50)
**DC Comics**
_Action
_All-Star Squadron
_Amethyst
_Arak
_Arion
_Atari Force
_Batman
_Batman and the Outsiders
_Best of DC Digest ($1.50)
_Blackhawk
_Blue Devil
*_Camelot 3000 ($1.25)
_Captain Carrot
_DC Challenge
_DC Comics Presents
_Detective
_Flash
_Fury of Firestorm
_G.I. Combat ($1.25)
_Green Lantern
_History of the DC Universe
*_Infinity, Inc. ($1.25)
*_J'emm Son of Saturn
_Jonah Hex
_Justice League of America
*_Legion of Superheroes ($1.25)
_New Gods (reprint) ($2.00)
*_New Talent Showcase ($1.25)
*_New Teen Titans ($1.25)
*_Omega Men ($1.25)
_Redeemer
*_Ronin ($2.50)
_Sgt. Rock
_Star Trek
*_Sun Devils ($1.25)
_Superboy
_Supergirl
_Superboy/Supergirl
_Superman
_Swamp Thing
_Tales of the Teen Titans
_Tales of the Legion of Superheroes
_Teen Titans ($1.25)
*_Thriller ($1.25)
*_Vigilante ($1.25)
_Warlord
_Wonder Woman
_World's Finest
_Zero Man
***AARK-VANAHEIM**
_Cerebus
_Flaming Carrot
_Journey
_Neil the Horse
_Normalman
_Swords of Cerebus
***AMERICOMICS**
_Americomics
_Americomics Special
_Black Diamond
_Bolt
_Captain Paragon
_Nightveil
_Sentinels of Justice
_Starmasters
**ARCHIE ADVENTURE SERIES**
_Blue Ribbon
_Fly
_Mighty Crusaders
_The Original Shield
_Steel Sterling
_Any #1
**ARCHIE ROMANCE SERIES**
_Katy Keene
_Any #1
**ARCHIE HUMOR SERIES**
_All
_Archie Digests
_Selected Titles (Please List)
***CAPITAL**
_Badger
_Nexus
_Whisper
***COMICO**
_Armageddon Warrior
_Az
_Comico Primer
_Evangeline
_Grendel
_Mage
_Pain
_Slaughterman
***EAGLE**
_Judge Dredd
_Nemesis the Warlock
_Robo-Hunter
_The Judge Child Quest
***ECLIPSE**
_Aztec Ace
_Cap'n Quick and a Foozle
_Crossfire
_Destroyer Duck
_DNAgents
_Eclipse Monthly
_Ms. Tree
_Sabre
_Scorpio Rose
_Star*Reach Classics
_Zot
***EPIC COMICS**
_Alien Legion
_Coyote
_Dreadstar
_Six from Sirius
_Void Indigo
***FIRST COMICS**
_American Flagg
_E-Man
_Grimjack
_Jon Sable: Freelance
_Mars
_Starslayer
_Warp
_Warp Special
***KITCHEN SINK**
_Spirit ($1.75)
_Steve Canyon (Magazine)
_Will Eisner Quarterly (Magazine)
***PACIFIC COMICS**
_Alien Worlds
_Berni Wrightson: Master of the Macabre
_Bold Adventure
_Captain Victory
_Demon Dreams
_Elric of Melnibone
_Groo, the Wanderer
_Jerry Iger's Famous Features
_Ms. Mystic
_Pacific Presents
_Silverheels
_Silver Star
_Somerset Holmes
_Sun Runners
_Twisted Tales
_Vanguard Illustrated
_Vanity
***TITAN BOOKS, LTD.**
_Judge Dredd series ($7.95)
_Non-Judge Dredd series ($7.95)
***TEXAS COMICS**
_Elementals
_Justice Machine
***WARP**
_A Distant Soil
_Elfquest
_Myth-Adventures
**WHITMAN**
_All
_Barks Reprints Only
_Disneys Only
_Selected Titles (Please List)
***OTHER ALTERNATIVE COMICS**
_Adventures of Kayo Dackerty (Spectrum)
_Amazing Pulp Comics
_Code Name: Strike Force (Spectrum)
_Dalgoda
_Domino Chance (Chance Ent.)
_Dragon's Teeth
_Dray Prescott (Quest)
_Dumarest of Terra (Quest)
_Echo of Future Past (Continuity Comics)
_First Kingdom
_Fools, Inc. (Graphik Pubs.)
_Graphik Illusions (Graphik Pubs.)
_Guardian (Spectrum)
_Hugo
_Just Imagine
_Megaton
_Mr. X (Vortex)
_Probe
_Quest — Lance Corrigan (Quest)
_Southern Knights (Guild)
_Stig's Inferno (Vortex)
_Survivors (Spectrum)
_Vortex (Vortex)
_Warrior
***ALTERNATIVE FAN MAGAZINES**
_Basically Strange
_Comics Review
_D'Arc Tangent
_Ditko's World (Fantagraphics)
_Don Rosa's Comics and Stories (Fantagraphics)
_Heroic Fantasy
_Ken Pierce Reprint Series ($5.95)
_Love and Rockets (Fantagraphics)
_Nemo: Classic Comics Library
_Pogo: Okeefenokee Star
_Survivors (color album; Fantagraphics)
***FANZINES**
_Amazing Heroes
_Bondage (James Bond)
_Comic Book Price Guide (Overstreet Pubs.)
_Comic Book Price Guide Update (Overstreet)
_Comic Fandom's Forum (NMP)
_Comic Reader
_Comics: The Golden Age
_Comics Collector
_Comics Feature (NMP)
_Comics Interview
_Comics Journal

| | Any 1 | 1's no reprints | Mini-Series | Maxi-Series | One-Shots | All Annuals | Annuals of Titles Subscribed to | Posters | Portfolios | Postcards | Graphic Novels | Continue New Titles | Reprints |
|---|---|---|---|---|---|---|---|---|---|---|---|---|---|
| All Publishers | | | | | | | | | | | | | |
| Marvel | | | | | | | | | | | | | |
| Epic | | | | | | | | | | | | | |
| Marvel Kiddie | | | | | | | | | | | | | |
| DC | | | | | | | | | | | | | |
| Aardvark-Vanaheim | | | | | | | | | | | | | |
| Americomics | | | | | | | | | | | | | |
| Capital | | | | | | | | | | | | | |
| Comico | | | | | | | | | | | | | |
| Eagle | | | | | | | | | | | | | |
| Eclipse | | | | | | | | | | | | | |
| First | | | | | | | | | | | | | |
| JC | | | | | | | | | | | | | |
| Kitchen Sink | | | | | | | | | | | | | |
| Pacific | | | | | | | | | | | | | |
| Texas | | | | | | | | | | | | | |
| Warp | | | | | | | | | | | | | |
| Alternatives | | | | | | | | | | | | | |
| Other: | | | | | | | | | | | | | |
| Other: | | | | | | | | | | | | | |

_Daredevils (NMP)
_Dr. Who Monthly
_Enterprise
_Enterprise Incidents (NMP)
_Enterprise Incidents Specials
_Fanfare
_Fantasy Book (SF)
_Fantasy Empire (Dr. Who; NMP)
_Locus (SF)
_Media Report

_007 (James Bond)
_Preview
_Princessions
_Twilight Zone Magazine
_Videogaming Illustrated

**SPECIAL EFFECTS MAGAZINES**
_American Cinematographer
_Cinefantastique
_Cinefex
_Cinema Odyssey
_Cinemagic
_Fangoria
_Fantastic Films
_Midnight Marquee
_Starburst
_Starlog
_Best of Starlog
_Starlog Magazine Specials
_Starlog Photo/Guidebooks
_Starlog Scrapbook

**CONTINUING PAPERBACK BOOK SERIES**
_Complete Segar Popeye (Fantagraphics; $12.95)
_Dr. Who
_Garfield
_Peanuts
_Red Sonja
_Star Trek (Pocket Books)

***Direct Sales Only**

## IT'S SO EASY TO GET YOUR BOOKS. HERE'S HOW:

1. Indicate the number of books you want for each title. We'll ship them to you each and every month.
2. Send us a security deposit of $10.00, which we hold till you cancel service.
3. Each month we'll send you your books, when we receive payment for the previous shipment.
   If you want to change your order, we'll do it upon written notification. There is a minimum order of 10 books per month.
4. 

## CHOOSE THE SHIPPING PLAN BEST FOR YOU!

- **PLAN A:** 10-29 Order Shipped Monthly ... exact UPS charges
- **PLAN B:** 30-59 Order Shipped Monthly ... WE PAY shipping
- **PLAN C:** 30-59 Order Shipped Bi-Weekly ... exact UPS charges
- **PLAN D:** 30-59 Order Shipped Weekly ... exact UPS charges
- **PLAN E:** 60 or more Order Shipped Bi-Weekly ... WE PAY shipping
- **PLAN F:** 60 or more Order Shipped Weekly ... exact UPS charges

# YOU JUST CAN'T DO ANY BETTER!

I want to take advantage of your subscription service. Please send me each month a total of ____ books. Enclosed is my $10.00 deposit. I wish to be on Plan ____ (Indicate A, B, C, D, E or F). I have indicated the titles I want.

Name

Address

City State Zip

Tel. (W) (H)

I wish to receive:

☐ 1 free plastic bag for each comic ordered.

☐ a 10% discount

CBG
Customer Service Award — 1984

Seppis Subscription Service
1720 Belmont Ave. Bay C-2
Baltimore, MD 21207

# ALTERNATE WORLDS

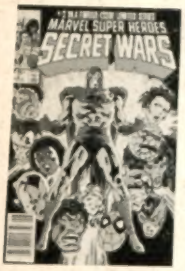
## NEW COMIC BOOK SUBSCRIPTION SERVICE

VISA

master charge

### ☆☆☆ WHY OUR PLAN IS THE 1 FOR YOU ☆☆☆

- **WE OFFER A COMPLETE AND ALWAYS UP TO DATE SELECTION INCLUDING ALL OF THE HARD TO FIND DIRECT — SALE AND INDEPENDENTLY PUBLISHED COMICS. WE HAVE IMPORTS TOO!**
- **SUBSCRIBERS RECEIVE A FREE SUBSCRIPTION TO MARVEL AGE AND DC COMING ATTRACTIONS. OUR MONTHLY NEWS PACKET INCLUDES COMING ATTRACTIONS, FROM ALL OTHER PUBLISHERS WHEN AVAILABLE. PREVIEW NEW COMICS BEFORE THEY'RE RELEASED.**
- **ALL ORDERS ARE SHIPPED UPS INSURED FOR FAST, SAFE DELIVERY.**

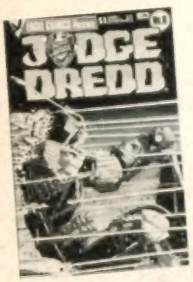


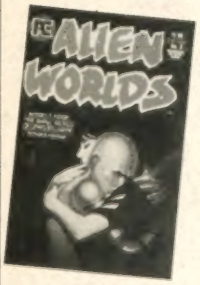

**FREE COMIC BAGS** are sent with each book. Careful packaging in custom designed boxes insures that comics arrive in mint condition.

**NO PAYMENT NEEDED** in advance. A small deposit of $7.00 is all that's required to establish credit with us. (Refundable). You pay for your comics after you get them.

**FREE SHIPPING** on orders of 30 or more comics a month if shipped monthly, bi-weekly we pay ½ shipping, weekly you pay shipping. Orders for less than 30 comics a month will be sent monthly and you pay only exact UPS charge.

**BONUS** 10% OFF on purchases from our GIANT 1983 back issue catalog for all subscribers.



## WE CARRY THE COMPLETE LINE OF MARVEL COMICS

**MARVEL COMICS**
Alien Legion
Alpha Flight
Amaz. Spiderman
Avengers
Capt. America
Conan
Conan the King
Coyote
Crystar
Daredevil
Dazzler
Defenders
Dreadstar
Dr. Strange
Epic Illustrated
Fantastic Four
GI Joe
Incredible Hulk
Indiana Jones
Iron Man
Ka-Zar
Kull
Marvel Age (news)
Marvel Fanfare
Marvel Graphic Novels
Marvel Paperbacks
Marvel Super Hereoes: The Secret Wars
Marvel Super Special
Marvel Tales
Marvel Team-Up
Micronauts
Moon Knight
New Mutants
Peter Parker
Powerman/Ironfist
Power Pack
Red Sonja
Rom
Savage Sword
Sisterhood of Steel
Solomon Kane
Star Wars
Steelgrip Starkey
Thing
Thor
Time Spirits
US 1
What If?
X-Men
Any 1st issue
Any 1st issue (except reprints)
Baxter reprints
Any mini series
Marvel/DC Team-Ups

**DC COMICS**
Action
All-Star Squadron
Arak
Arion
Atari Force
Batman
Batman & Outsiders
Best of DC Digest
Blackhawk
Blue Devil
Camelot 3000
DC Challenge
DC Graphic Novels
DC Presents
DC Universe Handbook
Detective
Flash
Fury of Firestorm
GI Combat
Green Lantern
Infinity Inc.
Jonah Hex
Justice League
Legion
New Talent Showcase
Omega Men
Redeemer
Ronin
Sgt. Rock
Star Trek
Sugar and Spike
Superboy
Supergirl
Superman
Swamp Thing
Teen Titans
Thriller
Vigilante
Warlord
Wonder Woman
Worlds Finest
Zero Man
Any 1st issue
Any 1st issue (except reprints)
Baxter reprints
Any mini series

**FIRST COMICS**
American Flagg
E-Man
First Graphic Novels
Grimjack
Jon Sable
Mars
Starslayer
Warp
Any 1st issue
Any mini series

**PACIFIC COMICS**
Alien Worlds
Bold Adventures
Capt. Victory
Demon Dreams
Edge of Chaos
Elric
Groo
Ms Mystic
Pacific Presents
Pathways to Fantasy
Silver Heels
Silver Star
Somerset Holmes
Sun Runners
Thrillogy
Twisted Tales
Vanguard Illus.
Any 1st issue
Any mini series

**CAPITAL COMICS**
Badger
Nexus
Whisper
Any 1st issue
Any mini series

**ECLIPSE COMICS**
Aztec Ace
Cap'n Quick + A Foozie
Destroyer Duck
DNAgents
Eclipse Monthly
Ms Tree
Sabre
Scorpio Rose
Star Reach Classics
Zot
Any 1st issue
Any mini series

**AMERICOMICS**
Americomics
Black Diamond
Bolt/Starforce 6
Capt. Paragon
Night Veil
Sentinels of Justice
Starmasters
Any 1st issue
Any mini series

**ARCHIE ADVENTURE**
Blue Ribbon
Fly
Katy Keene
Mighty Crusaders
Original Shield
Steel Sterling
Any 1st issue
Any mini series

**ARCHIE HUMOR**
If All
Only certain ones (send list)

**WHITMAN COMICS**
If All
Only certain ones (send list)

**COMICO COMICS**
Az
Comico Primer
Evangeline
Grendel
Mage
Pain
Any 1st issue

**INDEPENDENTS**
(Misc. Publishers)
Cerebus
Dalgoda
Darc Tangent
A Distant Soil (Warp)
Ditko's World
Domino Chance
Don Rosa's Comics & Stories
Djinn
Dragons Teeth
Dray Prescott
Dumerest of Terra
Elementals
Elfquest
First Kingdom
Hembeck
Heroic Fantasy
Journey
Judge Dredd/comic
Justice Machine
Ken Pierce reprints
Love & Rockets
Mantiger
Mr. X
Mythworld (Warp)
Neil the Horse
Nemo
Normalman
Pogo
Probe
Robo-Hunter comic
Quest Presents
Silhouette
Southern Knights
Spirit
Steve Canyon
Survivors
Survivors Color Album
Swords of Cerebus
Vortex
Will Eisner's Quart.
Any 1st issue $1.50
Any 1st issue $3.00
Any 1st issue $5.00

**FAN MAGAZINES**
Amazing Hereos
Bondage (James Bond)
Comic Book Price Guide #14/Spring '84 $9.95
Guide Update #3 Fall '83 $2.95
Comic Reader
Comics Collector
Comics Feature
Comics Interview
Comics Journal
Comics Review (strips)
Daredevils
Enterprise Incid. (Trek)
Fanfare
Fantasy Empire (Dr. Who)
Figments Unlimited
Golden Age of Comics
Just Imagine
Media Sight
Prevue
Squa Tront
Video Gaming Illustrated

**SCI-FI MAGAZINES**
Fantasy book
Locus
Omni
SF Chronicle
Twilight Zone

**FILM SPECIAL EFFECTS MAGS**
American Cinematographer
Cinefantastique
Cinefex
Cinemagic
Cinema Odyssey
Fangoria
Fantastic Films
Starlog
Starlog Guidebooks

**IMPORTS**
Dann Dare
Dr. Who Monthly
Dr. Who PB's (new releases) (send for list of other titles)
Starburst
Warrior

**TITAN BOOKS**
(Graphic Novel Format) Specify new releases only or send list, all titles available. Ask for free list.
ABC Warriors
Charlies War
Garth
Jeff Hawke
Judge Dredd
Nemesis
Robusters

**CREDIT CARD CUSTOMERS — PHONE YOUR ORDER IN TODAY (301) 795-5510**

### HERE'S HOW TO ORDER

Mark off each title that you buy every month with the number of copies you want of that title. Specify the issue # you wish to start with. You may change your list at any time. Minimum order is 10 books per month. Your order will be confirmed upon receipt.

### SEND TO: ALTERNATE WORLDS

**6017 Snowdens Run Rd. — Dept. K-4**
**Sykesville, MD 21784**

I enclose $7.00 security deposit with my order. Please print clearly.

**NAME** _____

**ADDRESS** _____

**CITY** _____ **STATE** _____ **ZIP** _____

**PHONE: WORK** _____ **HOME** _____

**JOIN THE GROWING FAMILY OF SATISFIED COLLECTORS THAT GET THEIR COMICS FROM ALTERNATE WORLDS.** ***THE RIGHT BOOKS, MINT CONDITION, ON TIME, EVERYTIME . . . WE GUARANTEE IT!***